

*E. C. Gardner 100*  
**CHESS ANALYSED:**

**OR**

*1508/1226*

**INSTRUCTIONS**

**BY WHICH**

**A PERFECT KNOWLEDGE**

**OF THIS**

**NOBLE GAME**

**MAY IN A SHORT TIME BE ACQUIRED**

**By A. D. PHILIDOR.**

---

**THE THIRD EDITION.**

---

**LONDON:**

**Printed for J. NOURSE, and P. VAILLANT.**

**M. DCC. LXXIII.**

®

QUESTIONS

QUESTIONS

QUESTIONS

QUESTIONS

QUESTIONS



QUESTIONS

QUESTIONS

QUESTIONS


QUESTIONS

QUESTIONS

QUESTIONS



THE  
P R E F A C E.

 O many ancient Authors have spoken in Praise of the Game of Chess, that it would be needless for me to say much of it.

Don Pietro Carrera, who in the Year 1617 published a large Volume concerning the Origin and Progress of this Game, has at the same time given us a List of those Authors, which is too long to be inserted in this Preface. I will however mention the most celebrated; Herodotus, Euripides, Sophocles, Philostratus, Homer, Virgil, Aristotle, Seneca, Plato, Ovid, Horace, Quintilian, Martial, Vida. The Invention of this Game is by Carrera attributed to Palamedes, and he proves it from the above-mentioned Authors; it is true that several others are of a different Opinion; some say it was known before his time, others that it was invented by the Philosopher Serfes, Councillor to Ammolin, King of Babylon, in order by this new, engaging, and speculative Game, to divert that Prince from the Cruelties he was naturally inclined to.

The Egyptians are said to have ranked this Game in the Number of the Sciences, and that, at a time when themselves were the only learned People, their Reason I suppose to be founded on this Principle, *Scientia est eorum, quæ consistunt in Intellectu.*

It is no Wonder to see so many different Opinions, about a Game of so long standing, and whose Author

cannot be known to any Degree of Certainty. There are however some who will not allow it to be above 300 Years old, tho' a few make it to be somewhat older; and perhaps they would not grant that, if the very Chess-men with which Charlemagne \* used to play, were not still extant in the Royal Repository of the Abbey of St. Denis.

Euripides, in his Tragedy of Iphigenia, tells us, that Ajax and Protefilaus played together at Chess in Presence of Merion, Ulysses, and other famous Greeks. Homer, in the first Book of his Odyssey, relates, that the Princes, Lovers of Penelope, used to play at Chess at the Door of that fair Lady.

But not to trouble the Reader with any thing more about the Origin of this Game; it will be allowed by all, to have contributed to the Amusement of the greatest Heroes for many Ages past; and those of our Days take no small Pleasure in it.

Virtue and Heroism were the two distinguishing Characters of Charles the XIIth, King of Sweden; the Allurements and Temptations of Vice had no Power over him; he could even abstain from those things, which by most Persons of Rank are esteemed as no other than the Conveniencies of Life; he had an Aversion to Gaming, and had strictly forbid it his Army, and among his Subjects; but Chess was excepted in a particular manner; he took so much Delight in it, that he encouraged the Learning of it among all his Courtiers. Voltaire tells us, that while that Prince was at Bender, he played at it every Day with his General Poniatoski, or with his Treasurer Grothusen.

I am sorry to see that the Rules of this Game (attributed to Palamedes) have in many Countries not

\* Charlemagne lived in the eighth century.

been able to maintain their original Purity; it is said that the Greeks observed them so strictly, as not to bear a Chess-board wrong turned, having always the Idea of a Battle before them; when they play'd, they insisted on having the Rook which is on the right Hand placed upon a white Square, that Colour being of a good Omen among them; and each of the Combatants flatter'd himself, by having this white Square at his right Hand, to obtain the Victory.

This Game has in many Parts of Germany been so disfigur'd, as not to be known but by the Board and the Men; they allow playing two Moves successively at the Opening of the Game. This appears to me very ridiculous, as no Game is known, but the Players play alternately. Besides, can it be thought that where two good Players meet, he who plays last can have any great Chance of winning? Secondly, they give a Pawn Leave to pass beyond taking by Pawns; which not only makes quite a different Game from the original one, but also takes off a great deal of its Beauty; because by this means a Pawn may pass before two others, which with much Dexterity and Industry have reached within three Squares of becoming Queens, and are there stop'd by the King, or the Adversary's Bishop; while this single Pawn will either go and make a Queen, or oblige you to abandon all your advanced Pawns and come attack this Wretch, who during the whole Game has done nothing. This certainly is quite opposite to the Rules of War, where Merit only can advance a Soldier's Fortune. Besides, when the King castles, they allow him to push his Rook's Pawn; by which means he plays twice running. In my Opinion all these Deformities have been introduced by Wranglers, who have obliged their Adversaries to play according to their Whims.

While



While this Field of Criticism lies open, I cannot pass by my own Countrymen, who have committed as great a Fault as the Germans. They are less to be excused, there being many good Players among them; nay some of the best in Europe. I presume they have been led away (like myself formerly) by a bad Custom, established in all Probability by the Person who first brought Chess into France; I am inclined to believe it must have been some Player at Draughts, who knowing little more than the Movts of the Pieces, imagined one might make as many Queens in the Game of Chess, as at Draughts. I would only ask what a fine Sight it is to see upon the Chess-board, two Pawns on the same Square, to distinguish a second Queen; and if by chance a third should be made (as I have often seen it at Paris) then it is still a finer Sight, while the Bottom of one Pawn is almost sufficient to cover a Square on the Board. Is not therefore this Method most ridiculous, especially as it is practised in no Country where the Game of Chess is known?

However, if my Countrymen will go on in this erroneous Way, I would advise them, to prevent all Disputes that may arise about their Multiplicity of Queens, to make to each Set of Chess-men three or four Queens, as many Rooks, Knights, &c.

To return to Pietro Carrera, whom it is probable the Calabrian\* and other Authors have followed; yet neither he nor they have given us, notwithstanding their Prolivity, but very imperfect Rules, and such as can never make a good Player; they have opened several Games, and left us to end them as well as we could, by which means the Player is as puzzled, as if he had been left to begin the Game without any Instructions at all.

\* Jacomo Greco.



Cunningham and Bertin have given us Gambits, which are lost or won according as they make the Adversary play well or ill; they have undoubtedly found their End in so easy a Method, but then of what Use can such Instructions be to one, who wishes to make himself Master of the Game? I have seen several Players, who had learnt the Calabrois and other Authors by heart, and who, when they had play'd the four or five first Moves, did no longer know what they were about: But I may boldly say, that whoever once knows how to put in Practice the Rules I have laid down, will never be in that Case. I have avoided doing like those Authors, who, in order to fill up a Book, have stuffed it with set Games (or rather Games for Children, as their Situation will not be found once in a thousand Years) to shew the Ends of Parties, by which, all the while, nothing can be learnt. I hope Lovers of this Game will be satisfied with the Modicum & bonum I here offer them, which will be found useful, instructive, and will occur very frequently in playing at this Game.

I have omitted all the Mates, except that of the Bishop and Rook against a Rook, it being the most difficult that can happen; Carrera does indeed say, it may be forced, but we may fairly question (by his Writings) whether he himself knew how to do it.

My chief Intention is to recommend myself to the Public, by a Novelty no one has thought of, or perhaps ever understood well; I mean how to play the Pawns: They are the very Life of this Game: They alone form the Attack and the Defence; on their good or bad Situation depends the Gain or Loss of each Party.

*A Player,*

*A Player, who, when he has play'd a Pawn well, can give no Reason for his Moving it to such a Square, may be compared to a General, who with much Practice has little or no Theory.*

*Througout my four first Games may be seen a regular Attack and Defence.*

*The Observations I have made on the most essential Moves, and which sometimes appear least intelligible, will shew the Reason for playing as is laid down, and also that by playing any thing else, you must unavoidably have lost the Party; the Back-games are a Proof of it; by shewing the Effect, the Reason must easily be conceived.*

*By the Gambits it may be seen, that those Parties give no Advantage to him who attacks, or to him who defends them; if both play equally well, the Game becomes most commonly a drawn Game. It is true, that if either the one or the other commits a Fault in the twelve first Moves, the Game will soon be lost.*

*My Back-Games to the Gambits, which, tho' less instructive, are more frequent than to the other Games, will shew it.*

*The Queen's Gambit, being such as to give Rise in its first Moves to many different Parties, has hitherto deterr'd Authors from dissecting it. They have slightly mentioned it, and given us the Beginning of some Games with many erroneous Moves: I think I have found out its true Defence; they who understand that Party, will judge whether I have succeeded or not.*





## GAME THE FIRST,

W I T H

Reflections, on the most material Moves; and  
two Back Games; one beginning from the  
12<sup>th</sup>, and the second from the 37<sup>th</sup> Move  
of this Game.

1.

*White.* **T**HE King's Pawn two Steps.

*Black.* The same.

2.

*W.* The King's Bishop at his Queen's Bishop's  
fourth Square.

*B.* The same.

3.

*W.* The Queen's Bishop's Pawn one Move.

*B.* The King's Knight at his Bishop's third Square.

4.

*W.* The Queen's Pawn two Moves (*a*).

*B.* The Pawn takes it.

(*a*) This Pawn is play'd two Moves for two very important Reasons; the first is, to hinder your Adversary's King's Bishop to play upon your King's Bishop's Pawn; and the second, to put the Strength of your Pawns in the Middle of the Exchequer, which is of great Consequence to attain the making of a Queen.

B

5. *W.*



5.  
*W.* The Pawn retakes the Pawn (*b*).

*B.* The King's Bishop at his Queen's Knight's third Square (*c*).

6.

*W.* The Queen's Knight at his Bishop's third Square.

*B.* The King castles.

7.

*W.* The King's Knight at his King's second Square (*d*).

*B.* The Queen's Bishop's Pawn one Move.

8.

*W.* The King's Bishop at his Queen's third Square (*e*).

*B.* The Queen's Pawn two Moves.

9. *W.*

(*b*) When you find your Game in the present Situation, (*viz.*) one of your Pawns at your King's fourth Square, and one at your Queen's fourth Square, you must push neither of them before your Adversary proposes to change one for the other: in this case you are to push forwards the attack'd Pawn. It is to be observed that Pawns, when sustain'd in a front Line, hinder very much the Adversary's Pieces to enter in your Game, or take an advantageous Post. This Rule may serve for all other Pawns thus situated.

(*c*) If instead of retiring his Bishop, he gives you Check with it, you are to cover the Check with your Bishop, in order to retake his Bishop with your Knight, in case he takes your Bishop; your Knight will then defend your King's Pawn, otherwise unguarded. But probably he will not take your Bishop, because a good Player strives to keep his King's Bishop as long as possible.

(*d*) You must not easily play your Knights at your Bishop's third Square, before the Bishop's Pawn has moved two Steps, because the Knight proves an Hindrance to the Motion of the Pawn.

(*e*) Your Bishop retires to avoid being attack'd by the black Queen's Pawn, which would force you to take his Pawn with





9.

*W.* The King's Pawn one Move.*B.* The King's Knight at his King's Square.

10.

*W.* The Queen's Bishop at his King's third Square.*B.* The King's Bishop's Pawn one Move (*f*).

11.

*W.* The Queen at her second Square (*g*).*B.* The King's Bishop's Pawn takes the Pawn (*b*).

12.

*W.* The Queen's Pawn retakes it.*B.* The Queen's Bishop at his King's third Square (*i*).13. *W.*

with yours; this would very much diminish the Strength of your Game, and spoil entirely the Project already mentioned, and observed in the first and second Reflections. *Vide a and b.*

(*f*) He playeth this Pawn to give an Opening to his King's Rook; and this cannot be hindered, whether you take his Pawn or not.

(*g*) If you should take the Pawn offer'd to you, instead of playing your Queen, you would be guilty of a great Fault, because your Royal Pawn would then lose its Line; whereas if he takes your King's Pawn, that of your Queen supplies the Place, and you may afterwards sustain it with that of your King's Bishop's Pawn: These two Pawns will undoubtedly win the Game, because they can now no more be separated without the Loss of a Piece, or one of them will make a Queen, as will be seen by the Sequel of this Game. Moreover, it is of no small Consequence to play your Queen in that Place for two Reasons; the first, to support and defend your King's Bishop's Pawn; and secondly, to sustain your Queen's Bishop, which, being taken, would oblige you to retake his Bishop with the above-mentioned last Pawn; and thus your best Pawns would have been totally divided, and by Consequence the Game indubitably lost.

(*b*) He takes the Pawn to pursue his Project, which is to give an Opening to his King's Rook, and make it fit for Action.

(*i*) He playeth this Bishop to protect his Queen's Pawn, and with a View to push afterwards that of his Queen's Bishop's.

B 2

Observe,

13.

*W.* The King's Knight at his King's Bishop's fourth Square (*k*).

*B.* The Queen at her King's second Square.

14.

*W.* The Queen's Bishop takes the black Bishop (*l*).

*B.* The Pawn takes the Bishop.

15.

*W.* The King castles with his Rook (*m*).

*B.* The Queen's Knight at his Queen's second Square.

Observe, that he might have taken your Bishop without Prejudice to his Scheme, but he chuses rather to let you take his, in order to get an Opening for his Queen's Rook, tho' he suffers to have his Knight's Pawn doubled by it; but you are again to observe, that a double Pawn is no ways disadvantageous when surrounded by three or four other Pawns. However, to avoid Criticism, this will be the Subject of a Back-game, beginning from this twelfth Move, to which you are sent after the Party is over; the black Bishop will then take your Bishop: It will then be shewn, that, playing well on both Sides, it will make no Alteration in the Case. The King's Pawn, together with the Queen's, or the King's Bishop's Pawn, well play'd, and well sustain'd, will certainly win the Game.

*N. B.* In regard to these Back-games, I shall make them only upon the most essential Moves; for if I were to make them upon every Move, it would be an endless Work.

(*k*) Your King's Pawn being as yet in no Danger, your Knight attacks his Bishop, in order to take it, or have it removed.

(*l*) As it is always dangerous to let the Adversary's King's Bishop batter the Line of your King's Bishop's Pawn; and as it is likewise the most dangerous Piece to form an Attack, it is not only necessary to oppose him by times your Queen's Bishop, but you must get rid of that Piece as soon as a convenient Occasion offers.

(*m*) You chuse to castle on the King's Side, in order to strengthen and protect your King's Bishop's Pawn, which you will advance two Steps as soon as your King's Pawn is attack'd.

16.  
*W.* The Knight takes the black Bishop.

*B.* The Queen takes the Knight.

17.  
*W.* The King's Bishop's Pawn two Steps.

*B.* The King's Knight at his Queen's Bishop's second Square.

18.  
*W.* The Queen's Rook at its King's Place.

*B.* The King's Knight's Pawn one Move (*n*).

19.  
*W.* The King's Rook's Pawn one Move (*o*).

*B.* The Queen's Pawn one Move.

20.  
*W.* The Knight at his King's fourth Square.

*B.* The King's Rook's Pawn one Move (*p*).

21.  
*W.* The Queen's Knight's Pawn one Move.

*B.* The Queen's Rook's Pawn one Move.

22.  
*W.* The King's Knight's Pawn two Steps.

*B.* The King's Knight at his Queen's fourth Square.

23.  
*W.* The Knight at his King's Knight's third Square (*q*).

(*n*) He is forced to play this Pawn, to hinder you from pushing your King's Bishop's Pawn upon his Queen.

(*o*) This King's Rook's Pawn is play'd to unite all your Pawns together, and push them afterwards with Vigour.

(*p*) He playeth this Pawn to hinder your Knight entering in his Game, and forcing his Queen to remove; were he to play otherwise, your Pawns would have an open Field.

(*q*) You play this Knight to enable yourself to push your King's Bishop's Pawn next; it will be then supported by three Pieces, the Bishop, the Rook, and the Knight.



*B.* The King's Knight at the white King's third Square (*r*).

24.

*W.* The Queen's Rook takes the Knight.

*B.* The Pawn takes the Rook.

25.

*W.* The Queen takes the Pawn.

*B.* The Queen's Rook takes the Pawn of the opposite Rook.

26.

*W.* The Rook at his King's Place (*s*).

*B.* The Queen takes the white Queen's Knight's Pawn.

27.

*W.* The Queen at her King's fourth Square.

*B.* The Queen at her King's third Square (*t*).

28.

*W.* The King's Bishop's Pawn one Move.

*B.* The Pawn takes it.

29.

*W.* The Pawn takes again (*u*).

*B.* The Queen at her fourth Square (*w*).

(*r*) He playeth this Knight to hinder your Project, by breaking the Strength of your Pawns, which he would undoubtedly do by pushing his King's Knight's Pawn; but you break his Design by changing your Rook for his Knight.

(*s*) You play your Rook to protect your King's Pawn, who would remain in the lurch as soon as you push your King's Bishop's Pawn.

(*t*) The Queen returns to hinder the Check-mate, now ready prepared.

(*u*) Were you not to take with your Pawn, your first Project, laid in the Beginning of the Game, would be reduced to nothing, and you would run the Risk of losing the Game.

(*w*) He offers to change Queens, in order to break your Scheme of giving him Check-mate with your Queen and Bishop.

30. *W.*



30.  
*W.* The Queen takes the Queen.

*B.* The Pawn takes the Queen.

31.  
*W.* The Bishop takes the Pawn in his way.

*B.* The Knight at his third Square.

32.  
*W.* The King's Bishop's Pawn one Move (x.)

*B.* The Queen's Rook at the white Queen's Knight's second Square.

33.  
*W.* The Bishop at his Queen's third Square.

*B.* The King at his Bishop's second Square.

34.  
*W.* The Bishop at the black King's Bishop's fourth Square.

*B.* The Knight at the white Queen's Bishop's fourth Square.

35.  
*W.* The Knight at the black King's Rook's fourth Square.

*B.* The King's Rook gives check.

36.  
*W.* The Bishop covers the Check.

*B.* The Knight at the white Queen's second Square.

37.  
*W.* The King's Pawn gives check.

(x) You are to observe, when your Bishop runs upon White, you must strive to put your Pawn always upon Black, because then your Bishop serves to drive away your Adversary's King or Rook when between your Pawns; the same when your Bishop runs Black, to have then your Pawns upon White. Few Players have made this Remark, tho' a very essential one.

*B.* The King at his Knight's third Square (*y*).

38.

*W.* The King's Bishop's Pawn one Move.

*B.* The Rook at its King's Bishop's Square.

39.

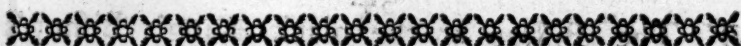
*W.* The Knight gives check at the fourth Square of his King's Bishop.

*B.* The King at his Knight's second Square.

40.

*W.* The Bishop at the black King's Rook's fourth Square.

*B.* Playeth any where the white pushes to Queen.



## FIRST BACK - GAME,

O R

Continuation of the first Game from the twelfth Move.

12.

*W.* **T**HE Queen's Pawn retakes it.

*B.* The King's Bishop takes the white Queen's Bishop.

13.

*W.* The Queen takes the Bishop.

*B.* The Queen's Bishop at his King's third Square.

(*y*) As his King may retire at his Bishop's Square, it is necessary to send you to a second Back game, which will shew you how to proceed in this Case.

14. *W.*

14.

*W.* The King's Knight at his King's Bishop's fourth Square.

*B.* The Queen at her King's second Square.

15.

*W.* The Knight takes the Bishop.

*B.* The Queen takes the Knight.

16.

*W.* The King castles his Rook.

*B.* The Queen's Knight at his Queen's second Square.

17.

*W.* The King's Bishop's Pawn two Moves.

*B.* The King's Knight's Pawn one Move.

18.

*W.* The King's Rook's Pawn one Move.

*B.* The King's Knight at his second Square.

19.

*W.* The King's Knight's Pawn two Steps.

*B.* The Queen's Bishop's Pawn one Move.

20.

*W.* The Knight at his King's second Square.

*B.* The Queen's Pawn one Move.

21.

*W.* The Queen at her second Square.

*B.* The Queen's Knight at his third Square.

22.

*W.* The Knight at his King's Knight's third Square.

*B.* The Queen's Knight at his Queen's fourth Square.

23.

*W.* The Queen's Rook at its King's Square.

*B.* The Queen's Knight at the white King's third Square.

24. *W.*

24.

*W.* The Rook takes the Knight.

*B.* The Pawn takes the Rook.

25.

*W.* The Queen takes the Pawn.

*B.* The Queen takes the white Queen's Rook's Pawn.

26.

*W.* The King's Bishop's Pawn one Move.

*B.* The Queen takes the Pawn.

27.

*W.* The King's Bishop's Pawn one Move.

*B.* The Knight at his King's Square.

28.

*W.* The King's Knight's Pawn one Move.

*B.* The Queen at the white Queen's fourth Square.

29.

*W.* The Queen takes the Queen.

*B.* The Pawn takes the Queen.

30.

*W.* The King's Pawn one Move.

*B.* The Knight at his Queen's third Square.

31.

*W.* The Knight at his King's fourth Square.

*B.* The Knight at his King's Bishop's fourth Square.

32.

*W.* The Rook takes the Knight.

*B.* The Pawn takes the Rook.

33.

*W.* The Knight at the white Queen's third Square.

*B.* The King's Bishop's Pawn one Move, or any where ; the Game being lost.

34. *W.*



34.

*W.* The King's Pawn one Move.*B.* The King's Rook at its Queen's Knight's Square.

35.

*W.* The Bishop gives check.*B.* The King retires, having but one Place.

36.

*W.* The Knight gives check.*B.* The King removes.

37.

*W.* The Knight at the black Queen's Square discovering check.*B.* The King moves where he can.

38.

*W.* The King's Pawn making a Queen, gives Check-mate in the mean time.

There requires no Animadversions on the Moves of this Back-game, they being almost all the same as in the first Game.





## SECOND BACK-GAME.

Of the First Party,

Beginning from the thirty-seventh Move.

*W.* <sup>37.</sup> **T**HE King's Pawn gives check.

*B.* The King at his Bishop's Square.

<sup>38.</sup>

*W.* The Rook at its Queen's Rook's Square.

*B.* The Rook gives check at the white Queen's Knight's Square.

<sup>39.</sup>

*W.* The Rook takes the Rook.

*B.* The Knight retakes the Rook.

<sup>40.</sup>

*W.* The King at his Rook's second Square.

*B.* The Knight at the white Queen's Bishop's third Square.

<sup>41.</sup>

*W.* The Knight at his King's Bishop's fourth Square.

*B.* The Knight at the white King's fourth Square.

42. *W.*

42.

*W.* The Knight takes the Pawn.

*B.* The Rook at its King's Knight's fourth Square.

43.

*W.* The King's Pawn one Move, and gives check.

*B.* The King at his Bishop's second Square.

44.

*W.* The Bishop gives check at the black King's third Square.

*B.* The King takes the Bishop.

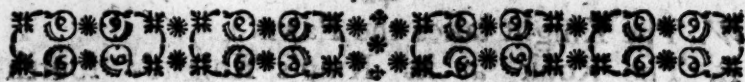
45.

*W.* The King's Pawn makes a Queen, and wins the Game.



SECOND





## SECOND GAME,

WITH

## THREE BACK-GAMES,

The first beginning from the third, the other from the eighth, and the last from the twenty-sixth Move.

1.

*White.* **T**HE King's Pawn two Steps.

*Black.* The same.

2.

*W.* The King's Bishop at his Queen's Bishop's fourth Square.

*B.* The Queen's Bishop's Pawn one.

3.

*W.* The Queen's Pawn two Steps (*a*).

*B.* The Pawn takes the Pawn (*b*).

4. *W.*

(*a*) 'Tis absolutely necessary to push this Pawn two Steps; playing any thing else would get him the Move, and by consequence the Attack: This would put your Game in a bad Condition, because you could hinder him no longer from putting the Strength of his Pawns in the middle of the Chess-Board: and (supposing always none of you to play amiss) would win him the Game.

(*b*) If he refuses taking your Pawn, in order to pursue immediately his intended Scheme of attacking your Bishop  
SECOND  
with

4.  
*W.* The Queen takes the Pawn.

*B.* The Queen's Pawn one Move.

5.  
*W.* The King's Bishop's Pawn two Moves.

*B.* The Queen's Bishop at his King's third Square (*c*).

6.  
*W.* The King's Bishop at his Queen's third Square.

*B.* The Queen's Pawn one Move.

7.  
*W.* The King's Pawn one Move.

*B.* The Queen's Bishop's Pawn one Move.

8.  
*W.* The Queen at her King's Bishop's second Square.

*B.* The Queen's Knight at his Queen's Bishop's third Square (*d*).

9. *W.*

with his Queen's Pawn, he will (with regular Play on both Sides) lose the Game, because his Queen's Pawn being separated from his Camarades, cannot avoid being lost. This producing great Alterations in the Game, will be the Subject of my first Back-game, beginning from his third Move.

(*c*) He playeth this Bishop for three weighty Reasons: The first, and most material is, to push his Queen's Pawn, in order to make room for his King's Bishop; the second, to oppose it to your King's Bishop, and the third, to get rid of him, according to the Rule prescribed in the first Party, *vide* (*l*) page 4.

(*d*) If instead of getting out his Pieces he should continue to push on his Pawns, he would lose the Game infallibly; because it must be observed, that one or two Pawns, too far advanced in the Beginning of a Game, must be reckon'd as good as lost, except when all the Pieces are fit for Action, or that those Pawns, when taken, can have their Places supplied again by other Pawns. This will be demonstrated by a second Back-game, beginning from the eighth Move, which will convince you that two Pawns in a front Line, situated

9.

*W.* The Queen's Bishop's Pawn one Move.*B.* The King's Knight's Pawn one Move.

10.

*W.* The King's Rook's Pawn one Move.*B.* The King's Rook's Pawn two Moves (*e*).

11.

*W.* The King's Knight's Pawn one Move.*B.* The King's Knight at his Rook's third Square.

12.

*W.* The King's Knight at his Bishop's third Square.*B.* The King's Bishop at his King's second Square.

13.

*W.* The Queen's Rook's Pawn two Steps.*B.* The King's Knight at his Bishop's 4th. Square.

14.

*W.* The King at his Bishop's Square (*f*).*B.* The King's Rook's Pawn one Move.

15.

*W.* The King's Knight's Pawn one Move.*B.* The Knight gives check to the King and to the Rook.

situated upon your fourth Squares, are better than two upon the sixth Squares; because they being so distant from the Main Body, may be compared, as in an Army, to lost Vandards and Sentries.

(*e*) He pushes this Pawn two Steps to hinder your Pawns, being four to three on that Side, to fall upon his own. Here is an Observation to be made, that in the present Situation two equal Bodies of Pawns are on the Chess-Board; you have four to three on your King's Side, and he has likewise four to three on his Queen's Side: those on the King's Side have always some Advantage, the King being by a superior Number better guarded: Nevertheless, he that will be able to separate first his Adversary's Pawns (especially on that Side where they are strongest) will undoubtedly win the Game.

(*f*) You play your King, in order to be able to form your Attack, as well on your left, as on your right Wing.

16. *W.*



16.

*W.* The King at his Knight's second Square.*B.* The Knight takes the Rook.

17.

*W.* The King takes the Knight (*g*).*B.* The Queen at her second Square.

18.

*W.* The Queen at her King's Knight's Square (*b*).*B.* The Queen's Rook's Pawn two Steps.

19.

*W.* The Queen's Bishop at his King's third (*i*) Square.*B.* The Queen's Knight's Pawn one Move.

20.

*W.* The Queen's Knight at his Rook's 3d Square.*B.* The King castles on his Queen's Side (*k*).

(*g*) Though a Rook is commonly a better Piece than a Knight, yet this Change turns to your Advantage; the Reason of it is, in the first Place, that this Knight has already made at least four Moves before his Arrival to that Place, whereas your Rook never stirr'd yet from its Place: Secondly, his Knight being thus situated proves very troublesome to you; so the taking of him puts your King in an easy Situation, and enables you the better to form your Attack on either Side, where your Adversary shall chuse to castle.

(*b*) 'Tis of consequence to play your Queen, in order to sustain your King's Bishop's Pawn, for fear he should sacrifice his Bishop for your two Pawns, which he certainly would do; because all the Strength of your Game consisting in your Pawns, the breaking of them would give him the Attack upon you, and probably make you lose the Game.

(*i*) You play this Bishop with an Intention to draw him to push his Queen's Bishop's Pawn, which would give you the Game very soon, because it gives an Opening to your Knights to enter his Game every where.

(*k*) He castles on his Queen's Side, to avoid the great Strength of your Pawns on the other Side; and the more so, because they are already further advanced than those on your Queen's Side.

21.

*W.* The King's Bishop gives check.*B.* The King at his Queen's Bishop's second Square.

22.

*W.* The Queen's Knight at his Queen's Bishop's second Square (*l*).*B.* The Queen's Rook at her own Place.

23.

*W.* The King's Bishop at the black Queen's Knight's fourth Square.*B.* The Queen at her home (*m*).

24.

*W.* The Queen's Knight's Pawn two Steps.*B.* The Queen at her King's Bishop's Square.

25.

*W.* The Queen's Knight's Pawn takes the black Queen's Bishop's Pawn.*B.* The Queen's Knight's Pawn takes the Pawn again.

26.

*W.* The King's Knight at his Queen's second Square (*n*).*B.* The Queen's Bishop's Pawn one Move (*o*).

(*l*) If, instead of going back, in order to pursue your Attack on the Pawns that retard your winning of the Game, you should give him Check, you would lose at least two Moves by it.

(*m*) He playeth his Queen with a Design to put her next at her King's Bishop's Square, foreseeing very well that his whole Game depends on sustaining his Queen's Bishop's Pawn.

(*n*) You play this Knight with a View always to attack the Pawn in question.

(*o*) He playeth this Pawn to gain one Move, and to hinder your King's Knight from placing himself at your Queen's Knight's third Square. But as this 26th Move may be play'd otherwise, I refer it to my third and last Back-game.

27. *W.*

27.

*W.* The King's Knight at his Bishop's 3d Square.*B.* The King's Bishop's Pawn one Move (*p*).

28.

*W.* The Queen's Bishop gives check.*B.* The King at his Queen's Knight's second Square.

29.

*W.* The Bishop takes the Knight and gives check.*B.* The King takes the Bishop.

30.

*W.* The King's Knight gives check.*B.* The King at his Queen's second Square (*q*).

31.

*W.* The King's Bishop's Pawn one Move.*B.* The Bishop at his King's Knight's Square.

32.

*W.* The King's Pawn gives check.*B.* The King at his home.

33.

*W.* The King's Knight at the black Queen's Knight's fourth Square.*B.* The King's Bishop at his Queen's third Square.

34.

*W.* The Queen at her fourth Square (*r*).*B.* Lost every where.

(*p*) Whatever he may play now, the Game is irretrievable; because as soon as your Knights can get a free Passage, the Game is decided.

(*q*) If his King takes your Queen's Bishop, you have his Queen by a discovered check upon him; and if he playeth otherwise, he loses his Queen's Bishop.

(*r*) The Queen takes afterwards his Queen's Pawn, enters his Game, and masters most of his Pieces: therefore it is needless to go on.





## FIRST BACK - GAME.

Beginning from the Third Move of the  
Second Party.

*White.* **T**HE 3d Move.  
*Black.* THE Queen's Pawn two Steps.  
The same.

4.  
*W.* The King's Pawn takes the Pawn.  
*B.* The Queen's Bishop's Pawn takes the Pawn.

5.  
*W.* The Bishop gives check.  
*B.* The Bishop covers the Check.

6.  
*W.* The Bishop takes the Bishop.  
*B.* The Knight takes the Bishop.

7.  
*W.* The Queen's Pawn takes the Pawn.  
*B.* The Knight takes that Pawn.

8.  
*W.* The Queen at her King's second Square.  
*B.* The same.

9.  
*W.* The Queen's Knight at his Bishop's 3d Square.  
*B.* The King castles.

10.  
*W.* The Bishop at his King's Bishop's 4th Square.  
*B.* The Queen's Knight at his Bishop's 3d Square.

11. *W.*

11. *W.* The King castles.

*B.* The Queen takes the Queen.

12.

*W.* The King's Knight takes the Queen.

*B.* The Queen's Pawn one Move.

13.

*W.* The Queen's Knight at his King's 4th Square.

*B.* The King's Bishop's Pawn one Move (*a*).

14.

*W.* The King's Rook's Pawn two Moves.

*B.* The King's Rook's Pawn the same.

15.

*W.* The King's Rook at its third Square.

*B.* The King's Knight at his Rook's third Square.

16.

*W.* The Bishop takes the Knight.

*B.* The Rook takes the Bishop.

17.

*W.* The King's Rook at its Queen's third Square.

*B.* The Queen's Rook at its King's Square.

18.

*W.* The King's Knight takes the Pawn.

*B.* The Knight at the white Queen's Knight's fourth Square (*b*).

19.

*W.* The King's Rook at its King's third Square.

(*a*) If, in lieu of playing this Pawn, he had play'd his Rook at his King's Square to attack your two Knights; you might have let him take the Pawn that is at your King's second Square, and with your other Knight have attack'd his King's Bishop's Pawn. The Consequence is plainly seen.

(*b*) Had he taken your Knight with his Rook, instead of playing as he did; yours (taking his again) would have gain'd you his King's Bishop, by a Check given with your Rook, and consequently the Game.

*B.* The Knight takes the Rook's Pawn and gives check.

20.

*W.* The King at his Queen's Knight's Square.

*B.* The Knight retires.

21.

*W.* The Knight checks the King and Rook at once, and having the Advantage of a good Situation, and a Rook for a Bishop, must get the Game. This Observation sheweth, that when both Sides play well, he that moves first will almost always win the Game.



## SECOND BACK-GAME.

Beginning from the Eighth Move of the Second Party.

8.

*White.* **T**HE Queen at her King's Bishop's second Square.

*Black.* The Queen's Bishop's Pawn one Move.

9.

*W.* The King's Bishop at his King's 2d Square.

*B.* The Queen's Pawn one Move.

10.

*W.* The Queen's Bishop's Pawn one Move.

*B.* The Queen's Pawn one Move.

11. *W.*



11.

*W.* The King's Bishop at his third Square.*B.* The Queen's Bishop at his Queen's fourth Square.

12.

*W.* The Queen's Knight's Pawn one Move.*B.* The Queen's Knight's Pawn two Steps.

13.

*W.* The Queen's Rook's Pawn two Steps.*B.* The Queen's Bishop's Pawn takes the Pawn.

14.

*W.* The Queen's Rook's Pawn takes that Pawn.*B.* The Queen's Bishop takes the white Bishop.

15.

*W.* The King's Knight takes the Bishop.*B.* The Queen's Knight at his Queen's second Square.

16.

*W.* The Queen's Bishop at his King's 3d Square.*B.* The Rook at its Queen's Knight's Square.

17.

*W.* The Queen's Bishop's Pawn one Move.*B.* The Queen's Knight at his third Square.

18.

*W.* The Queen's Knight at his Queen's second Square.*B.* The King's Bishop at the white Queen's Knight's fourth Square.

19.

*W.* The King castles, and will undoubtedly win the Game, because all his Pawns are well situated, and well sustain'd; whilst his Adversary's Pawns are separated, and likely to be lost.



# THIRD and LAST

## BACK - GAME.

On this Second Party, beginning at the  
Twenty-sixth Move.

26.

*W.* THE King's Knight at his Queen's second Square.

*B.* The King's Bishop's Pawn one Step.

27.

*W.* The King's Knight at his Queen's Knight's third Square.

*B.* The Queen's Bishop's Pawn one Move.

28.

*W.* The Queen's Bishop gives check.

*B.* The King at his Queen's Knight's second Square.

29.

*W.* The King's Knight gives check at the black Queen's Bishop's fourth Square.

*B.* The King's Bishop takes the Knight.

30.

*W.* The Queen's Bishop takes the Bishop.

*B.* The Queen at her Bishop's Square.

31. *W.*

31.

*W.* The Rook at its Queen's Knight's Square.*B.* The King at his Queen's Bishop's second Square.

32.

*W.* The Queen's Bishop gives check at the black Queen's third Square.*B.* The King at his Queen's Square.

33.

*W.* The Queen gives check at the black Queen's Knight's third Square.*B.* The King any where loses the Game.



# THIRD PARTY,

## Beginning with the Black,

Wherein it is shewn, that playing the King's Knight, the second Move, is entirely wrong; because it not only loses the Attack, but gives it to the Adversary. It will be seen likewise by three different BACK-GAMES, that a good Attack keeps the Defender always embarrassed.

*Black.* **T**HE King's Pawn two Steps.  
*White.* The same.

2.

*B.* The King's Knight at his Bishop's 3d Square.  
*W.* The Queen's Pawn one Move.

3.

*B.* The King's Bishop at the Queen's Bishop's fourth Square.  
*W.* The King's Bishop's Pawn two Moves (*a*).

4. *B.*

(*a*) Any thing else your Adversary could have play'd, this was always your best Move, it being very advantageous to change your King's Bishop's Pawn for his royal Pawn; because

4.

*B.* The Queen's Pawn one Move.*W.* The Queen's Bishop's Pawn one Move.

5.

*B.* The King's Pawn takes the Pawn (*b*).*W.* The Queen's Bishop retakes the Pawn.

6.

*B.* The Queen's Bishop at the white King's Knight's fourth Square.*W.* The King's Knight at his Bishop's third Square (*c*).

cause your King and Queen's Pawns place themselves in the Middle of the Chess-board, and become in a State of stopping all the Progresses of your Adversary's Pieces; besides this, you gain the Attack upon him, and that by his having play'd his King's Knight at the second Move. You have still another Advantage by losing your King's Bishop's Pawn for his King's Pawn; that is, when you do castle with your King's Rook, the same Rook finds itself immediately free and fit for Action in the very Beginning of the Game. This will be demonstrated by my first Back-game, beginning from the third Move, to which you are sent after the Party.

(*b*) You must observe, that if he refuses taking your Pawn, you are to leave it in the same Situation and Place exposed to be taken; except however, he should chuse to castle with his King's Rook, in such case you must without any Hesitation, or the Interval of a single Move, push that very Pawn forwards, and in order to attack, and fall upon his King with all the Pawns of your right Wing. The Effect of it will be best learn'd by a second Back-game, beginning from this fifth Move to which you are sent. You are to observe again, as a general Rule, not to determine easily to push on the Pawns either of your right or left Wings before your Adversary's King has castled; he will otherwise retire where your Pawns are less strong or less advanced, and by consequence less dangerous to him.

(*c*) If he takes your Knight, you must absolutely take his with your Pawn, which being join'd to his Camarades, encreases their Strength, and by consequence that of your Game.

7.

*B.* The Queen's Knight at his Queen's second Square.

*W.* The Queen's Pawn one Move.

8.

*B.* The Bishop retires.

*W.* The King's Bishop at his Queen's third (*d*) Square.

9.

*B.* The Queen at her King's second Square.

*W.* The same.

10.

*B.* The King castles with his Rook (*e*).

*W.* The Queen's Knight at his Queen's second Square.

11.

*B.* The King's Knight at his Rook's fourth (*f*) Square.

*W.* The Queen at her King's third Square.

(*d*) This is the best Square your King's Bishop can chuse, except the fourth of his Queen's Bishop; particularly when you have the Attack, and it be out of your Adversary's Power to hinder that Bishop from playing on his King's Bishop's Pawn.

(*e*) If he had castled on his Queen's Side, it would have been then your Game to castle on your King's Side, in order to attack him more commodiously with your Pawns on the left. It is here again necessary to observe, for a general Rule, that as it is dangerous in an Army to attack the Enemy too soon, it must serve likewise for Instruction here not to be too hasty in pushing your Pawns forwards, till they are well sustain'd by one another, and also by your Pieces, otherwise your Attack will prove abortive. The Form of this Attack at your left will be seen by a third Back-game, beginning from this tenth Move.

(*f*) He playeth this Knight to make room to his King's Bishop's Pawn, with a Design to advance it two Steps, in order to strive to break the Chain of your Pawns.



12.

*B.* The King's Knight takes the Bishop (*g*).*W.* The Queen retakes the Knight.

13.

*B.* The Queen's Bishop takes the Knight (*b*).*W.* The Pawn retakes the Bishop.

14.

*B.* The King's Bishop's Pawn two Moves.*W.* The Queen at her King's Knight's third Square.

15.

*B.* The Pawn takes the Pawn.*W.* The Bishop's Pawn retakes it.

16.

*B.* The King's Rook at its King's Bishop's third Square (*i*).*W.* The King's Rook's Pawn two Steps (*k*).

(*g*) If he had push'd his King's Bishop's Pawn instead of taking your Bishop, you must then have attack'd his Queen with your Queen's Bishop, and push'd your King's Rook's Pawn the next Move upon his Bishop, to force him to take your Knight: In this Case (as I have already observed) your best way was to retake his Bishop with your Pawn, in order to support the better your royal Pawn, and replace it in case it be taken.

(*b*) If he did not take your Knight, his Bishop would remain imprison'd by your Pawns, or he would lose at least three Moves to get him free; which three useless Moves are sufficient to spoil his Game.

(*i*) He playeth this Rook with two Designs, either to double it, or to remove your Queen.

(*k*) You push this Pawn two Steps to give your Queen more room, which being attack'd can retire behind this Pawn, and then remain battering upon her Adversary's King's Rook's Pawn. Your Pawn advancing afterwards will become dangerous to your Adversary's King.

17. *B.*

17.

*B.* The Queen's Rook at its King's Bishop's Square.

*W.* The King castles with his Queen's Rook.

18.

*B.* The Queen's Bishop's Pawn two Steps:

*W.* The King's Pawn one Step (1).

19.

*B.* The Queen's Pawn takes the Pawn.

*W.* The Queen's Pawn one Move.

(1) Here is a Move as difficult to comprehend, as it is to be well explained. In the first place you are to observe, that when you find yourself with a Chain of Pawns following one another, upon one and the same colour'd Squares; or to say better, in an oblique Line, the Pawn who has the Van, or is at the Head of them, must not be abandon'd, but must strive to keep and preserve his Post. Here then you must observe, that your King's Pawn being not in the Line with his Camarades, your Adversary has push'd his Queen's Bishop's Pawn two Steps, for two Reasons: The first to engage you to push that of your Queen forwards, which in this case would be always stopp'd by that of his Queen's; and thus leaving behind that of your King, would render it consequently entirely useless. The second is to hinder your King's Bishop to batter upon his King's Rook's Pawn; therefore it is best to push your King's Pawn upon his Rook, and sacrifice it; because then your Adversary (by taking it, as he cannot well do otherwise) openeth a free Passage to your Queen's Pawn, which you are to advance immediately, and sustain in case of need with your other Pawns, in order to make a Queen with it, or draw some other considerable Advantage by it to win the Game. It is true, that his Queen's Pawn (now become his King's) appears to have the same Advantage of having no Opposition from your Pawns to make a Queen; however, the Difference is great, because his Pawn being entirely separated from his Camarades, will always be in danger of being snatch'd away in his Road by a Multitude of your Pieces all at War against it. But to know well how to make use of these Moves at proper times, one must be already a good Player.

20. *B.*

20.

**B.** The Bishop at his Queen's Bishop's second Square.

**W.** The Knight at his King's fourth Square (*m*).

21.

**B.** The King's Rook at the white King's Bishop's third Square.

**W.** The Queen at her King's Knight's second Square.

22.

**B.** The Queen at her King's Bishop's second Square (*n*).

**W.** The Knight at the black King's Knight's fourth Square.

23.

**B.** The Queen gives check.

**W.** The King at his Queen's Knight's Square.

24.

**B.** The Rook takes the Bishop (*o*).

**W.** The Rook retakes the Rook.

(*m*) It was necessary to play that Knight in order to stop his King's Pawn; the more because this very Pawn, in its present Situation, stops the Passage of his own Bishop, and even of his Knight.

(*n*) He playeth his Queen in order next to give you check: but if he had play'd his King's Rook's Pawn to hinder the Attack of your Knight, you must have attack'd his Bishop and his Queen with your Queen's Pawn; and in this Case he would have been forced to take your Pawn, and you should have retaken his Bishop with your Knight, which he could not have taken with his Queen, because she would have been lost by a discover'd Check with your Bishop.

(*o*) He takes your King's Bishop; first, to save his King's Rook's Pawn, and that your Bishop proves more incommo-  
dious to him than any other of your Pieces; and secondly, to put his Queen upon the Rook that covers your King.

25. **B.**

25.

*B.* The Queen at her King's Bishop's fourth Square.

*W.* The Queen at her King's fourth Square (*p*).

26.

*B.* The Queen takes the Queen.

*W.* The Knight takes the Queen.

27.

*B.* The Rook at the white King's Bishop's fourth Square.

*W.* The Knight at the black King's Knight's fourth Square.

28.

*B.* The Queen's Bishop's Pawn one Move.

*W.* The Queen's Rook at her King's Knight's third Square.

29.

*B.* The Knight at his Queen's Bishop's fourth Square.

*W.* The Knight at the black King's third Square.

30.

*B.* The Knight takes the Knight.

*W.* The Pawn retakes the Knight.

31.

*B.* The Rook at its King's Bishop's third Square.

*W.* The King's Rook at its Queen's Square.

32.

*B.* The Rook takes the Pawn.

(*p*) Having the Advantage of a Rook against a Bishop at the End of a Party, it is your Advantage to change Queens : and the more so, because his Queen being at present troublesome to you in the Post where he just play'd it, you force him to change, which he cannot avoid, if he will save his being Check-mate.

*W.*



*W.* The King's Rook at the black Queen's second Square, and must win the Game, as is easily perceived (*q*).



## FIRST BACK-GAME,

Of the third Party,

Beginning at the third Move.

*Black.* <sup>3.</sup> **T**HE Queen's Pawn two Steps.  
*White.* The King's Bishop's Pawn two Steps.

<sup>4.</sup>  
*B.* The Queen's Pawn takes the Pawn (*a*).  
*W.* The King's Bishop's Pawn retakes the Pawn.

<sup>5.</sup>  
*B.* The King's Knight at the white King's Knight's fourth Square.  
*W.* The Queen's Pawn one Step.

<sup>6.</sup>  
*B.* The King's Bishop's Pawn two Steps.  
*W.* The King's Bishop at his Queen's Bishop's fourth Square.

(*q*) Any thing he could have play'd could not hinder you from doubling your Rooks, unless he had sacrificed his Bishop, or let you make a Queen with your Pawn; therefore loses the Game every way.

(*a*) If he had taken your King's Bishop's Pawn instead of this, you must have push'd your King's Pawn upon his Knight, and afterwards retake his Pawn with your Queen's Bishop.

D

7. B.

7.  
*B.* The Queen's Bishop's Pawn two Steps.  
*W.* The Queen's Bishop's Pawn one Step.

8.

*B.* The Queen's Knight at his Bishop's 3d Square.  
*W.* The King's Knight at his King's 2d Square.

9.

*B.* The King's Rook's Pawn two Steps (*b*).  
*W.* The King's Rook's Pawn one Move.

10.

*B.* The King's Knight at his Rook's third Square.  
*W.* The King castles.

11.

*B.* The Queen's Knight at his Rook's fourth Square.

*W.* The Bishop gives check.

12.

*B.* The Bishop covers the Check.

*W.* The Bishop takes the black Bishop.

13.

*B.* The Queen takes the Bishop.

*W.* The Queen's Pawn one Move.

14.

*B.* The Queen's Bishop's Pawn one Move (*c*).

*W.* The Queen's Knight's Pawn two Moves.

(*b*) He pushes this Pawn two Steps to avoid having a double Pawn upon his King's Rook's Line, which by pushing your King's Rook's Pawn upon his Knight, he could not possibly avoid; and your taking it afterwards with your Queen's Bishop, would have given him a very bad Game.

(*c*) He playeth this Pawn to cut the Communication of your Pawns; but you avoid it by pushing immediately your Queen's Knight's Pawn upon his Knight, which having no Retreat, obliges your Adversary to take the Pawn by the way. This rejoins your Pawns again, and makes them invincible.

15. *B.*

15.  
*B.* The Queen's Bishop's Pawn takes it passing by.  
*W.* The Rook's Pawn retakes the Pawn.]

16.  
*B.* The Queen's Knight's Pawn one Move.  
*W.* The Queen's Bishop at his King's third Square.

17.  
*B.* The Bishop at his King's second Square.  
*W.* The King's Knight at his King's Bishop's fourth Square (*d*).

18.  
*B.* The King's Knight at his own Square.  
*W.* The King's Knight at the black King's Knight's third Square.

19.  
*B.* The King's Rook at its second Square.  
*W.* The King's Pawn one Move.

20.  
*B.* The Queen at her Knight's second Square.  
*W.* The Queen's Pawn one Move.

21.  
*B.* The King's Bishop at his third Square.  
*W.* The King's Rook takes the Pawn.

22.  
*B.* The King castles.  
*W.* The King's Rook takes the black Queen's Knight.

23.  
*B.* The Pawn takes the Rook.

(*d*) This Knight seems to be of very little consequence; nevertheless 'tis he that gives the mortal Blow to his Party, because this very Knight holds at present all your Adversary's Pieces in some measure quite lock'd up, till you have time to prepare the Check-mate.

*W.* The Queen's Rook takes the Pawn.

24.

*B.* The Queen's Rook's Pawn one Move.

*W.* The Rook gives check.

25.

*B.* The King retires.

*W.* The Rook at the black Queen's Bishop's second Square.

26.

*B.* The Queen at her Knight's fourth Square.

*W.* The Queen's Knight at his Rook's 3d Square.

27.

*B.* The Queen at her King's Bishop's fourth Square.

*W.* The Queen's Knight at her Bishop's fourth Square.

28.

*B.* The Queen takes the Knight, knowing not to do better.

*W.* The Bishop gives check.

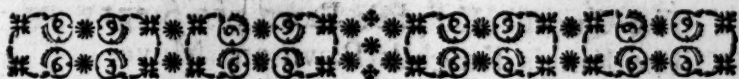
29.

*B.* The King retires where he can.

*W.* The Knight gives check-mate.







## SECOND BACK-GAME.

Beginning from the fifth Move.

5.  
*Black.* **T**HE King castles.  
*White.* **T**he King's Bishop's Pawn one Move.

6.  
*B.* The Queen's Pawn one Move.  
*W.* The Queen at her King's Bishop's 3d Square.

7.  
*B.* The Queen's Pawn takes the Pawn.  
*W.* The Queen's Pawn retakes the Pawn.

8.  
*B.* The Queen's Rook's Pawn two Moves.  
*W.* The King's Knight's Pawn two Moves.

9.  
*B.* The Queen at her third Square.  
*W.* The King's Knight's Pawn one Move.

10.  
*B.* The King's Knight at his King's Square.  
*W.* The King's Bishop at his Queen's Bishop's fourth Square.

11.  
*B.* The Queen's Bishop's Pawn one Move.  
*W.* The Queen at the black King's Rook's fourth Square.

D 3

12. B.

I-2.

**B. The Queen's Knight's Pawn two Steps.**

*W.* The King's Knight's Pawn one Move.

13.

**B. The King's Rook's Pawn one Move.**

**W.** The Bishop takes the King's Bishop's Pawn,  
and gives check.

I 4.

*B. The King at his Rook's Square.*

W. The Queen's Bishop takes the black King's Rook's Pawn.

15.

**B. The King's Knight at his Bishop's third Square.**

**W.** The Queen being at her King's Rook's fifth Square, wins the Game on removing the Bishop.



### THIRD BACK-GAME.

Beginning from the tenth Move.

10.

*Black.* **T**HE King castles on his Queen's Side.

*White.* The King castles on his own Side.

## II.

### B. The King's Rook's Pawn one Move.

W. The Queen's Knight at his Queen's second Square.

12.

**B. The King's Knight's Pawn two Steps.**

·W. The Queen's Bishop at his King's 3d Square.

13. B.

13.

*B.* The Queen's Rook at its King's Knight's Square.*W.* The Queen's Knight's Pawn two Steps.

14.

*B.* The King's Rook's Pawn one Move.*W.* The Queen's Rook's Pawn two Moves (*a*).

15.

*B.* The Bishop takes the Knight.*W.* The Queen takes the Bishop.

16.

*B.* The King's Knight's Pawn one Move.*W.* The Queen at her King's second Square.

17.

*B.* The Queen's Bishop's Pawn one Step.*W.* The Queen's Rook's Pawn one Step.

18.

*B.* The Bishop at his Queen's Bishop's second Square.*W.* The Queen's Bishop's Pawn one Move.

19.

*B.* The King's Rook's Pawn one Move.*W.* The King's Rook at its Queen's Knight's Square.

20.

*B.* The King's Rook at its fourth Square.*W.* The Queen's Bishop's Pawn one Move.

(*a*) When the King finds himself behind two or three Pawns, and that your Adversary falls upon them in order to break them or make an Irruption upon your King, you must take care to push none of those Pawns till you are forced to do it. As for example: it would have been very ill play'd to have pushed your King's Rook's Pawn upon his Bishop, because he would then have got the Attack upon you by taking your Knight with his Bishop, and would have got an Opening upon your King by pushing his King's Knight's Pawn. This would have lost you the Game.

21.

*B.* The Queen's Pawn one Move.*W.* The King's Pawn one Move.

22.

*B.* The King's Knight at his King's Square.*W.* The Queen's Knight's Pawn one Move.

23.

*B.* The Pawn takes the Pawn.*W.* The King's Rook retakes the Pawn.

24.

*B.* The Queen's Rook's Pawn one Move.*W.* The King's Rook at its Queen's Knight's fourth Square.

25.

*B.* The King's Bishop's Pawn one Move.*W.* The King's Bishop takes the Queen's Rook's Pawn.

26.

*B.* The Pawn takes the Bishop.*W.* The Queen takes the Pawn, and gives check.

27.

*B.* The King retires.*W.* The Queen gives check.

28.

*B.* The Knight covers the check.*W.* The Queen's Rook's Pawn one Move.

29.

*B.* The King at his Queen's second Square.*W.* The Queen takes the Queen's Pawn, and gives check.

30.

*B.* The King retires.*W.* The Queen's Rook's Pawn one Move, and by different very visible ways wins the Game, without going farther.

FOURTH



# FOURTH PARTY,

WITH  
TWO BACK-GAMES,

One beginning from the fifth, and the other  
from the sixth Move,

1.  
*Black.* **T**HE King's Pawn two Steps.  
*White.* **T**he same.

2.  
*B.* The Queen's Bishop's Pawn one Step (a).  
*W.* The Queen's Pawn two Steps.

3.  
*B.* The Pawn takes the Pawn.  
*W.* The Queen retakes the Pawn.

(a) Playing this Pawn the second Move (unless one is sure of playing with a bungling Gamester) is demonstratively ill played, because the Move is certainly lost by the Adversary's pushing the Queen's Pawn two Steps; consequently the Attack goeth on the other side, and very probably the Game; for, when once the Move is lost, it is very difficult to regain it with good Players. 'Tis true, if you were to neglect pushing your Queen's Pawn, (as I said before) he would lock up all your Game with his Pawns.

4. *B.*

4.

*B.* The Queen's Pawn one Move (*b*).*W.* The King's Bishop's Pawn two Steps.

5.

*B.* The King's Bishop's Pawn two Steps (*c*).*W.* The King's Pawn one Move (*d*).

6.

*B.* The Queen's Pawn one Move (*e*).*W.* The Queen at her King's Bishop's 2d Square.

(*b*) If instead of playing this Pawn, he had played his King's Knight at his King's second Square, you must have in this case pushed your King's Pawn forwards, and sustained it afterwards with your King's Bishop's Pawn.

(*c*) If he had played his Queen's Bishop at his King's third Square instead of playing this Pawn, you must then have played your King's Bishop at his Queen's third Square, and the Situation of the Game would have been in this case exactly as it is at the sixth Move of the second Party, (*vide* p. 15.) But if he had attacked your Queen with his Queen's Bishop's Pawn, he would have lost the Game, because the Pawn that formed the Van-guard on his Queen's Side is left behind, (*vide* Refl. (1) the eighteenth Move of the third Party). A Back-game will better clear this Situation, and the Progress of it.

(*d*) It must be a general Rule to avoid changing your King's Pawn for your Adversary's King's Bishop's Pawn, except you are forced to it, as it may sometimes happen by Accidents one meets with in the Defence, but rarely in the Attack. You are to observe likewise the same Rule with regard to your Queen's Pawn against his Queen's Bishop's Pawn, because (as I have already mentioned) the King and Queen's Pawns are better than any other two Pawns. They occupying the Centre, hinder best your Adversary's Pieces from hurting you.

(*e*) If instead of pushing this Pawn, he had taken your King's Pawn, you must in that case have taken his Queen, and afterwards his Pawn; thus hindring him from castling, you preserve the Attack upon him, and by consequence the Advantage. But, had he played his Queen at her Bishop's second Square, it would have produced a different Game, the Progress of which will be shewn by the second Back-game from the sixth Move.

7.

*B.* The Queen's Bishop at his King's 3d Square.*W.* The King's Knight at his Bishop's third Square.

8.

*B.* The Queen's Knight at his Queen's 2d Square.*W.* The King's Knight at his Queen's 4th Square.

9.

*B.* The King's Bishop at his Queen's Bishop's fourth Square.*W.* The Queen's Bishop's Pawn one Move.

10.

*B.* The Queen at her Knight's third Square.*W.* The Queen's Bishop at his King's third Square.

11.

*B.* The King's Bishop takes the Knight.*W.* The Pawn retakes the Bishop (*f*).

12.

*B.* The King's Knight at his King's 2d Square.*W.* The King's Bishop at his Queen's 3d Square.

13.

*B.* The King castles with his Rook.*W.* The King's Rook's Pawn one Move.

14.

*B.* The Queen at her Bishop's 2d Square (*g*).*W.* The King's Knight's Pawn two Steps.

(*f*) When two Bodies of Pawns find themselves separated from the Centre, you must always strive to strengthen and encrease the strongest Side; but if you have two Pawns in the Centre, your Aim must be, to unite as many to it as possible; having already observed that the Centre-Pawns are by much the best and the strongest. This Advice serves for a general Rule.

(*g*) His Queen being now of no use in that place, he removes her to make room for his Pawns, with a design to push them upon you.

15. *B.*

15.

*B.* The King's Knight's Pawn one Step.*W.* The same (*b*).

16.

*B.* The Queen's Knight's Pawn one Step.*W.* The Queen's Knight at his Bishop's third Square.

17.

*B.* The Queen's Bishop's Pawn one Move.*W.* The King castles on his Queen's Side (*i*).

18.

*B.* The Pawn takes the Pawn.*W.* The Bishop retakes the Pawn.

19.

*B.* The Queen's Knight at his Queen's Bishop's fourth Square.*B.* The King's Rook's Pawn one Move (*k*).

20.

*B.* The Knight takes the King's Bishop.*W.* The Rook takes the Knight.

(*b*) The pushing of this Pawn obstructs his Game the more; your King's Rook's Pawn who is to follow it will be always in a Condition to make an Opening upon his King as soon as your Pieces are all ready to form your Attack; 'tis what he can no longer avoid.

(*i*) You castle with your Queen's Rook, to have a more free Attack on your right Wing; but if instead of castling you had taken the Pawn offer'd to you, you would have play'd very ill, because his Queen's Pawn would have united that of his Queen's Bishop's in a front-line, and would have proved very incommodious to all your Pieces; besides, it is rarely good to take Pawns when offered, because they are seldom offered without a View of some considerable Advantage.

(*k*) Had you taken his Knight with your Queen's Bishop, you had fallen into that very Error which you strove to avoid by not taking the Pawn offer'd to you before.



21.

*B.* The Queen's Bishop at his King's Bishop's second Square (*l*).

*W.* The King's Rook's Pawn one Move.

22.

*B.* The Queen's Knight's Pawn one Move (*m*).

*W.* The Queen's Rook at its King's Rook's third Square.

23.

*B.* The Queen's Knight's Pawn one Move.

*W.* The King's Pawn one Move.

24.

*B.* The Bishop at his King's Square (*n*).

*W.* The King's Rook's Pawn takes the Pawn.

25.

*B.* The Bishop retakes the Pawn.

*W.* The Rook takes the black King's Rook's Pawn.

26.

*B.* The Bishop takes the Rook.

*W.* The King's Rook takes the Bishop.

27.

*B.* The King takes the Rook.

*W.* The Queen gives check at her King's Rook's fourth Square. <sup>o</sup>

28.

*B.* The King at his Knight's place, having no other.

*W.* The Queen gives Check-mate (*o*).

(*l*) He playeth this Bishop, to replace his King's Knight's Pawn in case it be taken.

(*m*) He playeth this Pawn to attack the Knight that covers your King, knowing not to do better, for, had he taken your Pawn, he would have lost the Game equally.

(*n*) If he takes the Pawn in lieu of retiring his Bishop, he loses the Game also.

(*o*) You are to observe, that if you can succeed to make an Opening upon your Adversary's King with two or three Pawns, the Game is absolutely won.

# FIRST BACK-GAME,

Of the Fourth Party,

Beginning from the fifth Move.

5.  
*Black.* **T**HE Queen's Bishop's Pawn one Move.

*White.* The King's Bishop gives check.

6.

*B.* The Bishop covers the Check.

*W.* The Bishop takes the Bishop.

7.

*B.* The Queen takes the Bishop.

*W.* The Queen at her third Square.

8.

*B.* The Queen's Knight<sup>o</sup> at his Bishop's third Square.

*W.* The Queen's Bishop's Pawn two Steps.

9.

*B.* The Queen's Knight at the white Queen's Knight's fourth Square.

*W.* The Queen at her King's second Square.

10.

*B.* The King's Bishop at his King's 2d Square.

*W.* The Queen's Knight at his Bishop's third Square.

11. *B.*

*B.* The King's Bishop at his third Square.

*W.* The Queen's Knight at the black Queen's fourth Square.

12.

*B.* The Queen's Knight takes the Knight (*a*).

*W.* The King's Pawn retakes the Knight (*b*).

13.

*B.* The Knight at his King's second Square.

*W.* The King's Knight at his Bishop's 3d Square.

14.

*B.* The King castles with his own Rook.

*W.* The Queen at her third Square.

15.

*B.* The King's Rook at its King's Square.

*W.* The King at his Bishop's second Square (*c*).

16.

*B.* The Knight at his King's Bishop's fourth Square.

*W.* The King's Rook's Pawn two Steps.

17.

*B.* The Knight at the white Queen's 4th Square.

(*a*) By this Change he avoids his Queen's Pawn being attack'd by your Rooks; nevertheless, your King's Pawn will win the Game in spite of all he can do.

(*b*) Had you taken with your Queen's Bishop's Pawn instead of your King's Pawn, he would have had it in his power to separate your Pawns by pushing his King's Bishop's Pawn upon your King's Pawn.

(*c*) 'Tis often better to play the King than to castle; it enables you best to attack with your Pawns on that Side. You are to observe in this present Case, that if you had castled on your Queen's Side, your Adversary's Bishop would have been very incommodious to you, having his line quite open. Take notice when you play your King, to put him always upon a Line where your Adversary has a Pawn upon it, because you are better covered from the Rooks Ambushes.

*W.* The

*W.* The Queen's Bishop at his King's 3d Square.

*B.* The Knight takes the Knight.

*W.* The King retakes the Knight.

19.

*B.* The Bishop takes the Queen's Knight's Pawn.

*W.* The Queen's Rook attacks the Bishop.

20.

*B.* The Bishop retires at his third Square.

*W.* The King's Knight's Pawn two Steps.

21.

*B.* The King's Knight's Pawn one Step.

*W.* The same.

22.

*B.* The Bishop at his King's Knight's second Square.

*W.* The King's Rook's Pawn one Move.

23.

*B.* The King's Rook at its King's second Square.

*W.* The King's Rook at its fourth Square.

24.

*B.* The Queen's Rook at its King's Square.

*W.* The Bishop at his Queen's second Square.

25.

*B.* The King's Rook at the white King's fourth Square.

*W.* The Rook's Pawn takes the Pawn.

26.

*B.* The Rook's Pawn retakes the Pawn.

*W.* The Queen's Rook at her King's Rook's Square.

27.

*B.* The Queen's Knight's Pawn two Steps.

*W.* The Bishop at his Queen's Bishop's 3d Square.

28. *B.*



28.

*B.* The Rook gives check.

*W.* The King at his Bishop's second Square.

29.

*B.* The Rook takes the Queen.

*W.* The Rook gives Check-mate at the black King's Rook's Square.

30.

*B.* The King's Knight at his King's 2d Square.  
\*\*\*\*\*

31.

*B.* The King's Knight's Pawn one step.  
**SECOND BACK-GAME,**

32.

*B.* The King's Knight's Pawn one step.

*B.* The King's Knight's Pawn one step.  
**Beginning at the Sixth Move.**

33.

*Black.* **T**HE Queen at her Bishop's second Square.

*White.* The King's Bishop at his Queen's Bishop's fourth Square.

*B.* The Queen's Pawn takes the Pawn.

*W.* The Pawn retakes the Pawn.

*B.* The Queen's Bishop's Pawn one Move.

*W.* The Queen at the black Queen's 4th Square.

*B.* The Queen's Knight at his Bishop's third Square.

*W.* The King's Knight at his Bishop's 3d Square.

E

10. B.

10.

*B.* The Queen's Knight at the white Queen's Knight's fourth Square.

*W.* The Queen at her own Square.

11.

*B.* The Queen's Rook's Pawn one Move.

*W.* The Queen's Rook's Pawn two Moves.

12.

*B.* The King's Knight at his King's 2d Square.

*W.* The King castles.

13.

*B.* The King's Knight's Pawn one Step.

*W.* The Queen's Bishop at the black King's Knight's fourth Square.

14.

*B.* The King's Bishop at his Knight's second Square.

*W.* The Queen's Bishop at the black King's Bishop's third Square.

15.

*B.* The King's Knight at his own Square.

*W.* The Queen's Bishop takes the Bishop.

16.

*B.* The Queen retakes the Bishop.

*W.* The King's Knight at the black King's Knight's fourth Square.

17.

*B.* The King's Knight at his Rook's 3d Square.

*W.* The Queen's Knight at his Bishop's third Square.

18.

*B.* The Queen's Knight at his Bishop's third Square.

*W.* The Queen at the black Queen's 4th Square.

19. *B.*

19.

*B.* The Queen's Knight at his King's 2d Square.*W.* The Queen at the black Queen's 3d Square.

20.

*B.* The Queen's Bishop at his Queen's 2d Square.*W.* The King's Pawn one Move.

21.

*B.* The Queen's Bishop at his third Square.*W.* The Queen's Rook at its Queen's Square.

22.

*B.* The King's Knight at the white King's Knight's fourth Square.*W.* The Queen gives check at the black Queen's second Square.

23.

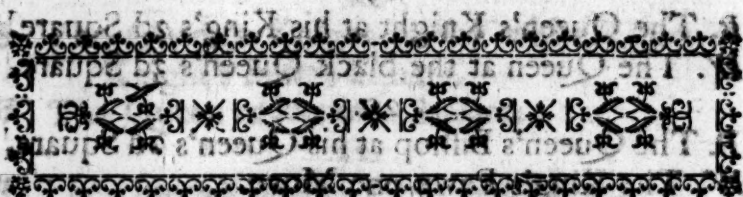
*B.* The Bishop takes the Queen.*W.* The Pawn takes the Bishop, and gives check.

24.

*B.* The King at his Queen's Square.*W.* The Knight gives Check-mate at the black King's third Square.

Tho' this Back-Game may be played several different ways, the black will always lose the Game, if you take care to suffer no Obstruction to your King's Bishop.





# FIRST GAMBIT;

W. The Queen gives check at the black Queen's  
B. The King's Knight at the white King's  
W. The Queen gives check at the black Queen's

## SIX BACK-GAMES.

W. The Pawn takes the Bishop, and gives check.  
B. The Bishop takes the Queen.

White. **T**HE King's Pawn two Moves.  
Black. **T**HE same.  
W. The Knight gives check-mate at the black

W. The King's Bishop's Pawn two Steps.

B. The King's Pawn takes it.

W. The King's Knight at his Bishop's 3d Square.

B. The King's Knight's Pawn two Moves.

4.

W. The King's Bishop at his Queen's Bishop's fourth Square (a).

(a) If you had pushed your King's Rook's Pawn two Steps, before you played this Bishop, your Adversary would have abandon'd the Gambit's Pawn, and by so doing would have gained the Attack upon you with a better Situation of Game. This will be demonstrated by my first Back-game, beginning at the fourth Move.



**B.** The King's Bishop at his Knight's second Square (b).

**W.** The King's Rook's Pawn two Steps (c).

**B.** The King's Rook's Pawn one Step (d).

**W.** The Queen's Pawn two Steps.

**B.** The Queen's Pawn one Step (e).

**W.** The Queen's Bishop's Pawn one Step.

**B.** The same (f).

**W.** The Queen at her Knight's third Square.

**B.** The Queen at her King's second Square.

**W.** The King castles.

(b) If instead of playing this Bishop, he had pushed his King's Knight's Pawn upon yours; a second Back-game will shew you how to have continued your Attack in such a Case.

(c) You play this Pawn at present, in order to make him advance his King's Rook's Pawn, by which Move, his King's Knight becomes a Prisoner.

(d) If he had pushed his King's Knight's Pawn upon your Knight, instead of moving this Pawn, it would have produced a different Game, which will be shewn by a third Back-game on this Gambit.

(e) If instead of playing this Pawn, he had played his Queen's Bishop's Pawn, you must in this Case have pushed your King's Pawn, in order to take his Queen's Pawn by the way in case he had pushed it two Steps upon your King's Bishop. This must be the Subject of a fourth Back-game. — *N. B.* You are to observe, that in the Attack of Gambits in general, the King's Bishop is the best Piece, and the King's Pawn the best Pawn.

(f) If instead of moving this Pawn, he had played his Queen's Bishop, either at his King's third Square, or at your King's Knight's fourth Square, he had lost the Game in a few Moves. This will be shewn by Back-games, in which I will make his Knight play both ways.

**B.** The Queen's Knight's Pawn two Steps (g).

10.

**W.** The King's Bishop at his Queen's 3d Square.

**B.** The Queen's Rook's Pawn one Step.

11.

**W.** The Queen's Rook's Pawn two Steps.

**B.** The Queen's Bishop at his Queen's Knight's second Square.

12.

**W.** The Queen's Knight at his Rook's third Square.

**B.** The Queen's Knight at his Queen's second Square.

13.

**W.** The Queen's Bishop at his Queen's second Square.

**B.** The Queen at her King's Bishop's 3d Square.

14.

**W.** The Queen's Rook's Pawn takes the Pawn.

**B.** The Queen's Rook's Pawn retakes it.

15.

**W.** The Queen's Knight takes the Pawn.

**B.** The Pawn retakes the Knight.

16.

**W.** The Queen takes the Pawn.

**B.** The Rook at its Knight's Square.

17.

**W.** The King's Rook's Pawn takes the Pawn.

**B.** The Pawn retakes.

(g) If he had not pushed this Pawn upon your Bishop, I will shew by a sixth and last Back-game that you would have won the Game easily. But now, he breaking your Attack on the King's Side by this Move, you must remove it to the Queen's Side as follows, and you will infallibly win the Game likewise.

18. **W.**

18.  
*W.* The Queen takes the King's Knight's Pawn.

*B.* The Queen takes the Queen.

19.  
*W.* The Knight retakes the Queen.

*B.* The King's Knight at his Rook's 3d Square.

20.  
*W.* The Queen's Bishop takes the Pawn.

*B.* The King's Bishop at his Square.

21.  
*W.* The Queen's Knight's Pawn two Moves;  
and it is plain enough must win the Game,  
not only by the Strength of the Pawns, but  
by the extream bad Situation of the Black,  
having not one good or saving Move.



## FIRST BACK - GAME,

Of the First Gambit,

Beginning at the Fourth Move.

*White.* <sup>4</sup>**T**HE King's Rook's Pawn two Steps.  
*Black.* <sup>4</sup>**T**he King's Knight's Pawn one Step.

<sup>5</sup>  
*W.* The King's Knight at the black King's fourth  
Square.

E 4

*B.* The

*B.* The King's Rook's Pawn two Moves.

*W.* The King's Bishop at his Queen's Bishop's fourth Square.

*B.* The King's Rook at its second Square.

*W.* The Queen's Pawn two Moves.

*B.* The Queen's Pawn one Move.

*W.* The King's Knight at his Queen's third Square.

*B.* The Queen at her King's second Square.

*W.* The Queen's Knight at his Bishop's third Square.

*B.* The King's Knight at his Bishop's third Square.

10.

*W.* The Queen at her King's second Square.

*B.* The King's Pawn one Step, attacking the white Queen.

11.

*W.* The King's Knight's Pawn takes the Pawn.

*B.* The King's Knight's Pawn retakes the Pawn.

12.

*W.* The Queen takes the Pawn.

*B.* The Queen's Bishop at the white King's Knight's fourth Square.

13.

*W.* The Queen at her King's third Square.

*B.* The King's Bishop at his Rook's third Square.

14.

*W.* The King's Knight at his King's Bishop's fourth Square.

*B.* The Queen's Bishop's Pawn one Move.

15. *W.*



15.

*W.* The Queen's Bishop at his Queen's second Square (a).

*B.* The King's Bishop takes the Knight.

16.

*W.* The Queen takes the Bishop.

*B.* The Queen's Pawn one Move.

17.

*W.* The King's Bishop at his Queen's third Square.

*B.* The King's Knight takes the King's Pawn.

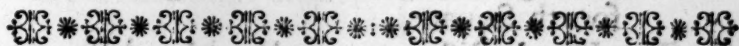
18.

*W.* The Bishop, or the Knight takes the Knight.

*B.* The King's Bishop's Pawn two Steps (b).

(a) If you had pushed your King's Pawn instead of playing this Bishop, the Pawn would have been lost the same, by his attacking of it with his Queen's Knight.

(b) The same Pawn takes afterwards his Knight, and must infallibly win the Game. Those who have made a little Advantage by the Lessons given in the first four Parties, have no occasion for any Instructions to finish this, and to win it. This last Pawn, now become Royal, sustained as it is, and at the Head of his Camarades, is worth one of the best Pieces. So it is needless to go further with this first Back-game.



## SECOND BACK-GAME,

From the fourth Move.

4.

*White.* **T**HE King's Bishop at his Queen's Bishop's fourth Square.

*Black.* The King's Knight's Pawn one Move.

5. *W.*

5.  
*W.* The King's Knight at the black King's fourth Square.

*B.* The Queen gives check.

6.

*W.* The King at his Bishop's Square.

*B.* The King's Knight at his Rook's 3d Square.

7.

*W.* The Queen's Pawn two Steps.

*B.* The Queen's Pawn one Step.

8.

*W.* The King's Knight at his Queen's third Square.

*B.* The King's Pawn one Move.

9.

*W.* The King's Knight's Pawn one Step.

*B.* The Queen gives check.

10.

*W.* The King at his Bishop's second Square.

*B.* The Queen gives check.

11.

*W.* The King at his third Square.

*B.* The King's Knight at his Place (*a*).

12.

*W.* The King's Knight at his King's Bishop's fourth Square.

*B.* The King's Bishop at his Rook's 3d Square.

13.

*W.* The King's Bishop at his Home attacking the black Queen.

*B.* The Queen takes the Rook, not knowing to do better.

(*a*) He playeth this Knight to make room for his King's Bishop, in order to attack your King with it, being his best Move in the present Situation.

14.

*W.* The King's Bishop gives check, and takes the Queen afterwards (*b*).

(*b*) I have no need to go further in this Game, since it is evident that the White must win.



## THIRD BACK - GAME,

Beginning from the fifth Move.

5.

*White.* **T**HE King's Rook's Pawn two Steps.

*Black.* THE King's Knight's Pawn one Step.

6.

*W.* The King's Knight at the black King's Knight's fourth Square.

*B.* The King's Knight at his Rook's third Square.

7.

*W.* The Queen's Pawn two Steps.

*B.* The King's Bishop's Pawn one Step.

8.

*W.* The Queen's Bishop takes the Pawn.

*B.* The Queen's Pawn one Move.

9.

*W.* The Queen's Bishop's Pawn one Move.

*B.* The Pawn takes the Knight (*a*).

(*a*) If he had taken your Knight before he had made room for his Queen, by pushing her Pawn, you must have then taken his with your Bishop.

10. *W.*

10. The Queen's Pawn takes the Pawn.

B. The King's Knight at home.

11. The Queen at her Knight's third Square.

B. The Queen at her King's second Square.

12. The Queen's Knight at his Queen's second Square.

B. The Queen at her King's Bishop's Square.

13. The King castles with his Rook.

B. Loses the Game (b).

(b) If he playeth his Queen to avoid the discovering your Rook upon her, he loses his Knight, besides a bad Game: and if he playeth his Knight he loses his Queen. It is visible he loses the Game every way.

## FOURTH BACK-GAME,

Of the First Gambit,

Beginning at the sixth Move.

White. **T**HE Queen's Pawn two Moves.

Black. **T**he Queen's Bishop's Pawn one Move (a).

W. The King's Pawn one Move.

(a) He playeth this Pawn with a Design to attack afterwards your King's Bishop with his Queen's Pawn, which you do prevent by pushing your King's Pawn.

B. The



B. The Queen's Knight's Pawn two Steps.

W. The Bishop at his Queen's Knight's third Square.

B. The Queen's Rook's Pawn two Steps.

W. The Queen's Rook's Pawn two Steps.

B. The Queen's Knight's Pawn one Step.

W. The Queen's Knight at his Queen's second

Square (b).

B. The Queen's Bishop at his Rook's third Square.

W. The Queen's Knight at his King's fourth Square.

B. The Queen at her Knight's third Square, or

any where else, loses the Game.

W. The Knight gives check at the black Queen's

third Square.

(b) This Knight, which appeared insignificant in his Situation, is now the very Piece that will win the Game, without

Possibility to the Adversary of hindering it : Therefore one

ought to take care to dispose the Pawns in such a manner as

to hinder the Knights entering into one's Game.

THE

GAME.

\*\*\*\*\*+\*\*\*\*\*

Of the First Game.

FIFTH BACK - GAME.

From the seventh Move.

White.

Black.

THE Queen's Bishop's Pawn one Move.

THE Queen's Bishop at the white King's

Knight's fourth Square.

8. W.

8.  
*W.* The Queen at her Knight's third Square.  
*B.* The Queen's Bishop at his King's Rook's fourth Square (a).

9.  
*W.* The King's Rook's Pawn takes the Pawn.  
*B.* The Rook's Pawn retakes the Pawn.

10.  
*W.* The King's Rook takes the Bishop.  
*B.* The Rook takes the Rook.

11.  
*W.* The King's Bishop takes the Pawn, and giving check to the King and Rook wins a Piece, and by consequence the Game.

(a) If he had sustained his King's Bishop's Pawn with his Queen, you had then taken his Queen's Knight's Pawn, and afterwards his Rook.



## The SIXTH and LAST BACK-GAME,

Of the First Gambit.

From the ninth Move.

9.  
*White.* **T**HE King castles.  
*Black.* The Queen's Knight at his Queen's second Square.

10.  
*W.* The King's Rook's Pawn takes the Pawn.  
*B.* The

**B.** The Pawn retakes it.

11.

**W.** The King's Knight takes the Pawn.

**B.** The Queen takes the Knight.

12.

**W.** The King's Bishop takes the Pawn, and gives check.

**B.** The King at his Bishop's Square.

13.

**W.** The Queen's Bishop takes the Pawn.

**B.** The Queen at the white King's Rook's fourth Square.

14.

**W.** The Queen's Bishop takes the Pawn, and gives check.

**B.** The King's Knight covers the Check.

15.

**W.** The King's Bishop at the black King's Knight's third Square, and gives check by Discovery.

**B.** Any thing, losing the Game.



SECOND

## SECOND GAMBIT,

## FOUR BACK-GAMES.

Two from the fourth, one from the ninth,  
and one from the eleventh Move.

*White.* **T**HE King's Pawn two Steps.  
*Black.* The same.

*W.* The King's Bishop's Pawn two Steps.

*B.* The Pawn takes the Pawn.

3.

*W.* The King's Bishop at his Queen's Bishop's  
fourth Square.

*B.* The Queen gives check.

4.

*W.* The King at his Bishop's Square.

*B.* The King's Knight's Pawn two Steps (a).

(a) The Black having, besides this, two other different ways of playing, I shall therefore make two Back-games upon this fourth Move. The first will be upon his playing his King's Bishop at his Queen's Bishop's fourth Square; and the other on his pushing his Queen's Pawn one Move.

5. *W.*



5.  
*W.* The King's Knight at his Bishop's third Square.

*B.* The Queen at her King's Rook's fourth Square (*b*).

6.

*W.* The Queen's Pawn two Steps.

*B.* The Queen's Pawn one Step.

7.

*W.* The Queen's Bishop's Pawn one Step (*c*).

*B.* The Queen's Bishop at the white King's Knight's fourth Square.

8.

*W.* The King at his Bishop's second Square.

*B.* The King's Knight at his King's Bishop's third Square (*d*).

9.

*W.* The Queen at her King's second Square.

(*b*) He may play his Queen in three different Places, but all very bad, except this: Because, if he retires her at the Rook's third Square, you are only to attack his King's Bishop's Pawn with your Knight, by playing it at your Adversary's King's fourth Square, and you will gain a Rook by it: But if he playeth his Queen at your King's Knight's fourth Square, you are to give him check, by taking his King's Bishop's Pawn with your Bishop; and in case he takes your Bishop, you'll check his King and Queen with your Knight, and consequently win the Game.

(*c*) It is of consequence in the Gambits to play this Pawn in order to make room for your Queen, which will greatly perplex his Game, by putting her at her Knight's third Square, particularly if he should happen to come out with his Queen's Bishop without attacking one of your Pieces. *Vide* the fifth and sixth Back-games of the first Gambit.

(*d*) If he had taken your King's Knight, instead of playing this, the Party would have altered. A third Back-game will shew the Difference, and how to proceed.

F

*B.* The

*B.* The Queen's Knight at his Queen's second Square.

10.

*W.* The King's Rook's Pawn two Steps.

*B.* The Bishop takes the Knight.

11.

*W.* The Queen takes the Bishop.

*B.* The Queen takes the Queen (*e*).

12.

*W.* The King takes the Queen (*f*).

*B.* The King's Knight's Pawn gives check.

13.

*B.* The King takes the black King's Pawn.

*W.* The King's Bishop gives check at the Rook's third Square.

14.

*W.* The King at the black King's Bishop's fourth Square.

*B.* The King's Bishop takes the white Queen's Bishop.

15.

*W.* The Rook takes the black Bishop.

*B.* The King's Rook's Pawn two Moves.

(*e*) If he had check'd your King with his Knight, instead of taking your Queen, he must have lost the Game, which will be shewn by a fourth Back-game.

(*f*) I have given it as a general Rule, to unite your King's and King's Bishop's Pawn together: but as there is no Rule without some Exception, you will find one here, grounded upon two good Reasons. The first, if you retake with your King, you gain a Pawn sure, your Adversary being no more able to hinder it. And secondly, You are to remember, that the King has but little to fear when Queens are out of the way. Therefore you must get your King into Action, in order that he may be as useful to you as any of your best Pieces. This will be seen by the Sequel of this Party.

16. *W.*

16.

*W.* The Knight at his Queen's second Square.*B.* The King at his second Square.

17.

*W.* The King's Rook at its King's Bishop's Square.*B.* The Queen's Bishop's Pawn one Move.

18.

*W.* The Queen's Rook at its King's Square.*B.* The Queen's Knight's Pawn two Steps.

19.

*W.* The Bishop at his Queen's Knight's third Square.*B.* The Queen's Rook's Pawn two Steps.

20.

*W.* The King's Pawn one Step.*B.* The Pawn takes the Pawn.

21.

*W.* The Queen's Pawn retakes the Pawn.*B.* The King's Knight at his Queen's fourth Square.

22.

*W.* The Knight at his King's fourth Square (*g*).*B.* The Queen's Knight at his third Square.

23.

*W.* The Knight at the black King's Bishop's third Square.*B.* The Queen's Rook at its Queen's Square (*b*).

(*g*) If you had taken his Knight with your Bishop, it would have been ill played, because he would have retaken it with his Pawn, and this Pawn would have stopped the Progress of your Knight. It was therefore necessary to advance your Knight first, in order to have no useless Pieces in your Game.

(*b*) If he had taken your Knight, you must have retaken it with your Pawn, and afterwards played your Queen's Rook at your King's second Square, and attack'd his King's Bishop's Pawn.

24.

*W.* The King's Pawn one Move.  
*B.* The Queen's Rook at its Queen's third Square (*i*).

25.

*W.* The Pawn takes the Pawn, and gives check with the Rook.  
*B.* The King takes the Pawn.

26.

*W.* The King at the black King's Knight's fourth Square.  
*B.* The King at his Knight's second Square, to avoid a Check by Discovery.

27.

*W.* The Knight takes the King's Rook's Pawn, and gives check.  
*B.* The King at his Rook's second Square.

28.

*W.* The King's Rook gives check.  
*B.* The King at his Knight's Square.

29.

*W.* The King's Rook at the black Queen's Knight's second Square.  
*B.* The Queen's Rook at its Queen's Square (*k*).

30.

*W.* The Rook takes the black Queen's Knight, and wins the Game in course.

(*i*) If he had taken your Pawn instead of playing his Rook, he had lost the Game in few Moves, for having lost his Queen's Bishop's Pawn.

(*k*) If he playeth his King instead of his Rook, you give check at his Queen's Knight's Square, and take the King's Rook; which is enough to win the Party. You are to observe here, that the Gain of your Party consists in having had your King fit for Action, and to serve you all the latter Part of the Game better than any other Piece upon the Board.

FIRST



Beginning at the fourth Move.

Beginning at the fourth Move.

*Black.* **I** The King's Bishop at his Queen's Bishop's fourth Square.

5.  
*W.* The Queen's Pawn two Steps.  
*B.* The King's Bishop at his Queen's Knight's third Square.

6.  
W. The King's Knight at his Bishop's third Square.  
B. The Queen at the white King's Knight's  
fourth Square.

7.  
**W.** The King's Bishop takes the black King's Bishop's Pawn, and gives check.  
**B.** The King at his Bishop's Square. If he retakes, he loses his Queen.

8.  
*W.* The King's Rook's Pawn one Move.  
*B.* The Queen at the white King's Knight's 3d.  
 Square.

9.  
W. The Queen's Knight at his Bishop's third Square.

B. The King takes the Bishop (a).

(a) If the Black does not take the Bishop, it will come to the same, his Queen having no way left to save herself.

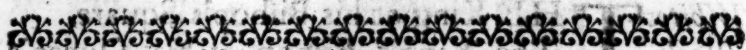
10.

*W.* The Queen's Knight at his King's second Square.

*B.* The Queen at her King's Knight's 3d Square, having no other Place.

11.

*W.* The King's Knight gives check to King and Queen, and wins the Game in course.



## SECOND BACK-GAME,

Beginning likewise at the fourth Move.

4.

*White.* **T**HE King at his Bishop's Place.

*Black.* The Queen's Pawn one Move.

5.

*W.* The King's Knight at his Bishop's third Square.

*B.* The Queen's Bishop at the white King's Knight's fourth Square.

6.

*W.* The Queen's Pawn two Steps.

*B.* The King's Knight's Pawn two Steps.

7.

*W.* The Queen's Knight at his Bishop's third Square.

*B.* The Queen at her King's Rook's fourth Square (*a*),

(*a*) If he takes your King's Knight, instead of retiring his Queen, you are to retake him with your Queen, and pushing afterwards your King's Knight's Pawn one Step, the Situation of your Game will become very good.

8.

*W.* The King's Rook's Pawn two Steps.*B.* The King's Rook's Pawn one Step (*b*).

9.

*W.* The King at his Bishop's second Square.*B.* The Queen's Bishop takes the white King's Knight (*c*).

10.

*W.* The Pawn retakes the Bishop.*B.* The Queen at her King's Knight's third Square.

11.

*W.* The Rook's Pawn takes the Pawn.*B.* The Queen retakes the Pawn.

12.

*W.* The Knight at his King's second Square.*B.* The Queen's Knight at his Queen's second Square.

13.

*W.* The Knight takes the Pawn.*B.* The Queen at her Home.

14.

*W.* The Queen's Bishop's Pawn one Step.*B.* The Queen's Knight at his third Square.

(*b*) If he had play'd his King's Bishop's Pawn instead of that of his Rook, you must have taken his Knight with your King's Bishop; and afterwards playing your Queen's Knight at your Adversary's Queen's fourth Square, you would have had again a very advantageous Situation.

(*c*) If he had retired his Queen, or play'd any other Piece, you must have always taken his King's Knight's Pawn with your Rook's Pawn; being necessary to observe in the Attack of the Gambits, that if once you are able to break the Adversary's Pawns on the Side of his King, the Advantage becomes considerable for you.

15.

*W.* The King's Bishop at his Queen's third Square.

*B.* The Queen at her second Square.

16.

*W.* The Queen's Bishop at his King's 3d Square.

*B.* The King castles.

17.

*W.* The Queen's Rook's Pawn two Steps.

*B.* The King at his Queen's Knight's Square.

18.

*W.* The Queen's Rook's Pawn one Move.

*B.* The Queen's Knight at his Bishop's Square.

19.

*W.* The Queen's Knight's Pawn two Steps.

*B.* The Queen's Bishop's Pawn one Move.

20.

*W.* The Queen's Knight's Pawn one Move.

*B.* The Pawn takes the Pawn.

21.

*W.* The Queen's Rook's Pawn one Move, to hinder him from sustaining his Queen's Bishop's Pawn.

*B.* The Queen's Knight's Pawn one Move.

22.

*W.* The Queen at her Knight's third Square.

*B.* The King's Knight at his Bishop's 3d Square.

23.

*W.* The King's Bishop takes the Pawn.

*B.* The Queen at her Bishop's second Square.

24.

*W.* The Queen's Pawn one Step.

*B.* The King's Bishop at his Knight's second Square.

25. *W.*



25.

*W.* The King's Bishop at the black Queen's Bishop's third Square.

*B.* The King's Knight at his Queen's second Square.

26.

*W.* The Knight at his Queen's third Square.

*B.* The King's Knight at his King's 4th Square.

27.

*W.* The Knight takes the Knight.

*B.* The Bishop retakes the Knight.

28.

*W.* The King's Bishop's Pawn one Move.

*B.* The Bishop at his King's Knight's second Square.

29.

*W.* The Queen's Bishop at his Queen's fourth Square.

*B.* The Bishop takes the Bishop.

30.

*W.* The Pawn takes the Bishop.

*B.* The Queen at her King's second Square.

31.

*W.* The King at his Bishop's third Square.

*B.* The Queen's Rook at its King's Knight's Square.

32.

*W.* The Queen's Rook at its Bishop's Square.

*B.* The Queen's Rook at its King's Knight's third Square.

33.

*W.* The Bishop at the black Queen's Knight's second Square.

*B.* The King's Rook at its Knight's Square.

34. *W.*

34.

*W.* The Rook takes the Knight.*B.* The Rook takes the Rook.

35.

*W.* The Bishop takes the Rook.*B.* The King takes the Bishop.

36.

*W.* The Rook gives check.*B.* The King at his Queen's Knight's Square.

37.

*W.* The Queen at her Bishop's fourth Square.*B.* The Queen at her second Square.

38.

*W.* The King's Bishop's Pawn one Step, to hinder the Queen's Check.*B.* The Rook at its King's Knight's Square.

39.

*W.* The Queen at the black Queen's Bishop's third Square.*B.* The Queen takes the Queen (*d*).

40.

*W.* The Pawn takes the Queen.*B.* The King at his Queen's Bishop's 2d Square.

41.

*W.* The Queen's Pawn one Move.*B.* The King's Rook's Pawn one Move.

42.

*W.* The Rook at its King's Rook's Square.*B.* The same.

43.

*W.* The Rook at its King's Knight's Square.*B.* The Rook at its second Square.

(*d*) If his Queen retires instead of taking yours, you give him Check-mate or take his Queen by pushing only your King's Pawn.

44. *W.*

44.

*W.* The Rook at the black King's Knight's Square.

*B.* The Queen's Knight's Pawn one Move (*e*).

45.

*W.* The Rook at the black Queen's Rook's Square.

*B.* The King at his Queen's Knight's third Square.

46.

*W.* The Rook gives check.

*B.* The King at his Queen's Bishop's second Square.

47.

*W.* The Rook gives check.

*B.* The King at his Queen's Square.

48.

*W.* The King's Pawn one Move.

*B.* The Pawn takes the Pawn.

49.

*W.* The Queen's Pawn one Move.

*B.* The King at his Queen's Bishop's Square to avoid the Rook's giving Check-Mate.

50.

*W.* The Queen's Pawn gives check.

*B.* The King at his Queen's Square.

51.

*W.* The Rook gives check, and afterwards the Pawn makes a Queen, and wins the Game.

### THIRD

(*e*) If instead of playing this Pawn he had pushed his King's Rook's Pawn in order to make a Queen, you'll see by Calculation that he is one Move short.

It will be observed in this second Back-game, which being very long and very difficult for the White to attain his Aim, that

# THIRD BACK-GAME,

Beginning at the eighth Move of the  
Second Gambit.

8.  
*White.* **T**HE King at his Bishop's second  
Square.

*Black.* The King's Knight at his Bishop's third  
Square.

9.  
*W.* The Queen at her King's second Square.

*B.* The Bishop takes the Knight.

10.  
*W.* The Queen takes the Bishop.

*B.* The Queen retakes the Queen (*a*).

11.  
*W.* The Pawn retakes the Queen.

*B.* The King's Bishop at his Knight's 2d Square.

12.  
*W.* The King's Rook's Pawn two Steps.

*B.* The King's Rook's Pawn one Step.

that it would have been impossible to succeed without the Help of the King; because if the white King had castled on his Queen's Side, the King being so distant would have proved an Obstacle, instead of a Help. It is to be observed, when the King doth not castle; that his Bishop's second Square is commonly the best Place.

(*a*) If he had not taken your Queen, you must have pushed immediately your King's Rook's Pawn two Steps to separate his Pawns.

13. *W.*



13.

*W.* The King's Rook at his Knight's Square.

*B.* The King's Knight at his Rook's 2d Square.

14.

*W.* The Queen's Bishop takes the Gambit's Pawn.

*B.* The King's Bishop takes the Queen's Pawn, giving check.

15.

*W.* The Pawn takes the Bishop.

*B.* The King's Knight's Pawn takes the Bishop.

16.

*W.* The King's Rook at the black King's Knight's second Square.

*B.* The Queen's Knight at his Bishop's third Square.

17.

*W.* The Queen's Knight at his Bishop's third Square.

*B.* The Queen's Knight takes the Pawn.

18.

*W.* The Bishop takes the Pawn, and gives check.

*B.* The King at his Bishop's Square.

19.

*W.* The Queen's Rook at its King's Knight's Square.

*B.* The Queen's Knight at his Bishop's third Square.

20.

*W.* The Bishop at his Queen's Knight's third Square.

*B.* The Queen's Rook at its Queen's Square (*b*).

(*b*) If he had play'd any thing else, you must have taken his King's Knight with your Rook, and afterwards have given him check with your Queen's Rook to take his Rook.

21. *W.*

21.

*W.* The King's Rook gives check at the black King's Bishop's second Square.

*B.* The King at his Home.

22.

*W.* The Queen's Rook at the black King's Knight's second Square.

*B.* The King's Knight at his Bishop's Square.

23.

*W.* The Knight at the black Queen's fourth Square, and must very visibly win the Party.



## FOURTH BACK-GAME,

Beginning at the eleventh Move.

11.

*White.* **T**HE Queen takes the Bishop.

*Black.* The King's Knight gives check at the white King's Knight's fourth Square.

12.

*W.* The King at his Knight's Square.

*B.* The King's Knight's Pawn takes the Pawn (*a*).

13.

*W.* The Queen's Bishop takes the Pawn.

*B.* The King's Knight at his Bishop's 3d Square.

(*a*) If instead of taking the Pawn he had play'd any thing else, you must have taken his King's Knight's Pawn with your Rook's Pawn.

14. *W.*

14.

*W.* The Knight at his Queen's Rook's 3d Square.*B.* The Queen takes the Queen.

15.

*W.* The Pawn takes the Queen.*B.* The King's Knight at his Rook's fourth Square.

16.

*W.* The King's Rook takes the Pawn.*B.* The King's Knight takes the Bishop.

17.

*W.* The Rook takes the Knight.*B.* The King's Bishop's Pawn one Move.

18.

*W.* The King at his Bishop's second Square.*B.* The King castles.

19.

*W.* The Bishop at the black King's third Square.*B.* The Bishop at his King's second Square.

20.

*W.* The Queen's Rook at its King's Rook's Square.*B.* The King at his Queen's Knight's Square.

21.

*W.* The Bishop takes the Knight.*B.* The Rook takes the Bishop.

22.

*W.* The Queen's Rook at the black King's Rook's third Square.*B.* The Queen's Knight's Pawn one Move.

23.

*W.* The King's Rook at the black King's Bishop's fourth Square.*B.* The Bishop at his Queen's Square.24. *W.*

24.

*W.* The King's Rook at the black King's Rook's fourth Square.

*B.* The King at his Queen's Knight's second Square.

25.

*W.* The King's Bishop's Pawn one Move.

*B.* The Queen's Bishop's Pawn one Move.

26.

*W.* The King's Bishop's Pawn one Move (*b*):

(*b*) In this present Situation your Adversary being unable to attack any of your Pieces, your Business is to bring your Knight to the black King's Knight's third Square in order to take his Rook's Pawn, which will give you the Game.







# THIRD GAMBIT,

WITH

## THREE BACK-GAMES.

One beginning from the second, one from the third, and the last from the eleventh Move.

1.  
*White.* **T**HE King's Pawn two Steps.  
*Black.* The same.

2.  
*W.* The King's Bishop's Pawn two Steps.  
*B.* The Queen's Pawn two Steps (*a*).

3.  
*W.* The King's Pawn takes the Pawn.  
*B.* The Queen takes the Pawn (*b*).

(*a*) If he had played this Pawn one instead of two Steps, it would have formed quite another Game, therefore it requires a Back-Game to shew it.

(*b*) If he had taken your King's Bishop's Pawn instead of taking your King's Pawn with his Queen, a second Back-Game will shew the Consequence.

G

4. *W.*

4.

*W.* The Bishop's Pawn takes the Pawn.

*B.* The Queen retakes the Pawn, and gives check.

5.

*W.* The Bishop covers the check (*c*).

*B.* The King's Bishop at his Queen's 3d Square.

6.

*W.* The King's Knight at his Bishop's 3d Square.

*B.* The Queen at her King's second Square.

7.

*W.* The Queen's Pawn two Steps.

*B.* The Queen's Bishop at his King's 3d Square.

8.

*W.* The King castles.

*B.* The Queen's Knight at his Queen's second Square.

9.

*W.* The Queen's Bishop's Pawn two Steps.

*B.* The Queen's Bishop's Pawn one Step.

10.

*W.* The Queen's Knight at his Bishop's third Square.

*B.* The King's Knight at his Bishop's third Square.

11.

*W.* The King's Bishop at his Queen's 3d Square.

(*c*) In this Situation the Game appears entirely equal on both Sides. However, it is to be observed, that you have the Advantage, tho' but a small one; you have on your left Wing four Pawns, and that of your Queen at the head of them, whilst your Adversary's Pawns are divided three on each Side, and separated from the Center. Therefore you are better able to hinder his Pieces from placing themselves in the middle of the Chess-Board.

*B.* The

*B.* The King castles with his Rook (*d*).

12.

*W.* The Queen's Bishop at the black King's Knight's fourth Square (*e*).

*B.* The King's Rook's Pawn one Move.

13.

*W.* The Queen's Bishop at his King's Rook's fourth Square.

*B.* The Queen at her Home.

14.

*W.* The Queen's Knight at his King's fourth Square (*f*).

*B.* The King's Bishop at his King's second Square.

15.

*W.* The Queen at her King's second Square.

*B.* The Queen at her Bishop's 2d Square (*g*).

(*d*) It was equal to him to castle on his King's or Queen's Side. I have already given a general Rule, for attacking his King with your Pawns; nevertheless, for better Instruction, I shall make use of a third Back-Game, beginning from this eleventh Move.

(*e*) If he had not castled that way, this would have been very ill play'd; because you had lost a Move by his pushing only his Rook's Pawn upon your Bishop, or you had been forced then to change it for his Knight, which would no ways have done you any good, because his other Knight would have retaken the same Place. But you play it now on purpose to excite him to push his Pawns that cover his King, that you may easier form your Attack upon it.

(*f*) If he had not removed his Queen, in order to make room for his Bishop, your Knight would have been very troublesome to him.

(*g*) If instead of playing his Queen, he had taken your Knight, you must have then retaken with your Queen. This would have put him upon his Shifts to save the Mate with which he was threatened.

16.

*W.* The Queen's Knight takes the Knight.

*B.* The Knight takes the Knight.

17.

*W.* The Bishop takes the Knight.

*B.* The Bishop takes the Bishop.

18.

*W.* The Queen at her King's fourth Square.

*B.* The King's Knight's Pawn one Move.

19.

*W.* The Knight at the black King's 4th Square.

*B.* The Bishop takes the Knight (*b*).

20.

*W.* The Pawn takes the Bishop.

*B.* The Queen's Rook at its Queen's Square (*i*).

21.

*W.* The King's Rook at the black King's Bishop's third Square.

*B.* The Queen at her second Square (*k*).

22.

*W.* The Rook takes the black King's Knight's Pawn, and gives check.

*B.* The Pawn takes the Rook.

23.

*W.* The Queen takes the Pawn and gives check.

(*b*) If, instead of taking, he had retired his Bishop, you must have then taken his King's Knight's Pawn with your Knight, and that would have given you the Game.

(*i*) If he had attack'd your Queen with his Bishop, instead of playing this Rook, you must have taken his Bishop with your King's Rook. This would have made an Opening upon his King, which would have proved very troublesome to him.

(*k*) If he had not play'd the Queen at that Place, you must have taken his Bishop with your Rook, and you would infallibly have won the Game.

*B.* The



*B.* The King at his Rook's Square (1).

24.

*W.* The Queen takes the Rook's Pawn, and gives a perpetual Check.



## FIRST BACK - GAME,

Beginning at the second Move.

2.

*White.* **T**HE King's Bishop's Pawn two Steps.  
*Black.* The Queen's Pawn one Move.

3.

*W.* The King's Knight at his Bishop's 3d Square.

*B.* The Queen's Bishop at the white King's Knight's fourth Square.

4.

*W.* The King's Bishop at his Queen's Bishop's fourth Square.

*B.* The Queen's Knight at his Bishop's third Square (a).

G 3

5. *W.*

(1) If, instead of retiring his King, he had cover'd it with his Queen, you must have taken his Bishop giving him check, and you would have remain'd with a Bishop and two Pawns against his Rook, besides a good Attack, which was enough to win the Game. But as the Party stands at present, it is not worth while to finish it, because the Length of it (without Instruction) would become tiresome; besides, if it be conducted with my usual Regularity, it would make no Alteration. Therefore I make an end of it with a perpetual Check.

(a) In the Defence, one is often forced to play against the general Rules, in order to break the Adversary's Projects, but he that attacks is seldom in this Case. Therefore, the black playeth at present this Knight at his Bishop's third Square for

5.

*W.* The Queen's Bishop's Pawn one Step.*B.* The Bishop takes the Knight (*b*).

6.

*W.* The Queen takes the Bishop.*B.* The King's Knight at his Bishop's 3d Square.

7.

*W.* The Queen's Pawn one Move.*B.* The Queen's Knight at his Rook's fourth Square.

8.

*W.* The King's Bishop gives check at the black Queen's Knight's fourth Square.*B.* The Queen's Bishop's Pawn one Move.

9.

*W.* The King's Bishop at his Queen's Rook's fourth Square.*B.* The Queen's Knight's Pawn two Steps.

10.

*W.* The King's Bishop at his Queen's Bishop's second Square (*c*). *B.* The

for two Reasons; the first, to defend his King's Pawn, and the other to attack your King's Bishop's Pawn, which proves very incommodious to him upon that Line. If he had played any thing else, you must have taken his King's Pawn with your King's Bishop's Pawn, and then, giving him check with your King's Bishop, your Queen by this means would have taken his Queen's Bishop; but if he had taken your King's Bishop's Pawn instead of playing his Knight, you must have played your Queen's Pawn two Steps, and that would have made you a compleat Gambit, to follow as my former Instructions direct.

(*b*) If instead of taking your Knight, he had play'd any thing else without attacking some of your Pieces, you must then have play'd your Queen at her Knight's third Square. *Vide* the sixth Back-Game of the first Gambit, Move the eighth.

(*c*) Without a true Knowledge of the Game, one will naturally

*B.* The King's Bishop at his King's second Square.

11.

*W.* The Queen's Pawn one Step.

*B.* The King's Pawn takes the Queen's Pawn.

12.

*W.* The Queen's Bishop's Pawn retakes the Pawn.

*B.* The King castles.

13.

*W.* The Queen's Bishop at his King's 3d Square.

*B.* The Queen's Knight at the white Queen's Bishop's fourth Square.

14.

*W.* The Queen's Knight at his Queen's second Square (*d*).

*B.* The Queen's Knight takes the white Queen's Knight's Pawn.

turally conclude that these three last Moves were entirely lost Moves; and really they do not only appear such, but likewise quite contrary to the many Rules already prescribed: Nevertheless, when you observe, that he, in order to chase your King's Bishop, lost as many Moves, and brought his Game in such Situation that he cannot castle his Queen's Side, unless he has a mind to lose the Game in a few Moves; and taking his King's Side for that Purpose, your King's Bishop is extremely well situated to attack your Adversary's King, you will easily confess these three Moves to have been well calculated; the more so, because your being now Master of the middle Part of the Chess-Board, you may place your Pawns as you please. If the Center is well sustain'd, the Battle is half won.

(*d*) Playing this Knight, you leave one of your Pawns exposed to his Knight, without an apparent Necessity for it. But you must observe, that the Knight's or Rock's Pawns, when separated from the Center, are of but little Consequence; therefore you find here your Account better in pursuing your Attack without minding those Pawns.

15.

*W.* The King's Knight's Pawn two Steps (*e*).*B.* The Queen's Knight at the white Queen's Bishop's fourth Square.

16.

*W.* The Knight takes the Knight.*B.* The Pawn retakes the Knight.

17.

*W.* The King's Knight's Pawn one Move.*B.* The Knight at his Queen's second Square.

18.

*W.* The King's Rook's Pawn two Steps.*B.* The Queen gives check.

19.

*W.* The King at his Queen's Square.*B.* The Queen at the white Queen's Rook's third Square.

20.

*W.* The Queen's Rook at its Bishop's Square:*B.* The Queen takes the Rook's Pawn.

21.

*W.* The Queen at the black King's Rook's 4th Square (*f*).

(*e*) This Pawn is play'd to dislodge afterwards his King's Knight, you might have done the same, pushing only your King's Pawn: but in this case, your Adversary would have play'd it at his Queen's fourth Square, a Place very convenient and advantageous to him, which would have proved a great Obstacle to your Attack. In this Circumstance you may see the Usefulness of your Front-pawns, because they will be able to force that Knight to retire in his Trenches, and remain out of Power to hurt you in the whole Course of the Game. Vide Reflexion (*d*) in the first Party, upon the Usefulness of Front-pawns.

(*f*) You play the Queen, to oblige him to push upon her his King's Knight's Pawn; this will enable you to attack your Adversary with your Rook's Pawn and make an Opening upon his King, which you will see presently.

*B.* The



*B.* The Queen's Rook at its Knight's Square.

22.

*W.* The King's Pawn one Move.

*B.* The King's Knight's Pawn one Move.

23.

*W.* The Queen at her King's second Square.

*B.* The Queen's Rook at the white Queen's Knight's second Square.

24.

*W.* The King's Rook's Pawn one Move.

*B.* The Queen's Bishop's Pawn, or any other Piece, the Game being lost.

25.

*W.* The King's Rook's Pawn takes the Pawn.

*B.* The King's Bishop's Pawn retakes it (*g*).

26.

*W.* The King's Rook takes the black King's Rook's Pawn.

*B.* The King takes the Rook (*b*).

27.

*W.* The Queen gives check at the black King's Rook's fourth Square.

*B.* The King where he can.

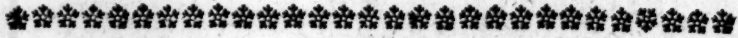
28.

*W.* The Queen taking the Pawn gives check, and Mate the following Move.

(*g*) In case he had retaken with his Rook's Pawn, you must have play'd your Queen at your King's Rook's second Square; which had won you the Game equally. You may make the Trial of it.

(*b*) If instead of taking your Rook he had play'd his own at his King's Bishop's second Square, you must have retired yours one Step, and sustain'd it afterwards with your Queen. The Mate would have appeared the same, and had only been prolong'd one Move or two more.

## SECOND



## SECOND BACK-GAME,

In the Third Gambit, beginning at  
the third Move.

*White.* <sup>3.</sup> **T**HE King's Pawn takes the black  
Queen's Pawn.

*Black.* The King's Pawn takes the Bishop's Pawn.

<sup>4.</sup>  
*W.* The King's Knight at his Bishop's 3d Square.  
*B.* The Queen takes the Pawn.

<sup>5.</sup>  
*W.* The Queen's Pawn two Moves.  
*B.* The Queen gives check at the white King's  
fourth Square.

<sup>6.</sup>  
*W.* The King at his Bishop's second Square.  
*B.* The King's Bishop at his King's second  
Square (*a*).

<sup>7.</sup>  
*W.* The King's Bishop at his Queen's 3d Square.  
*B.* The Queen at her Bishop's third Square.

<sup>8.</sup>  
*W.* The Queen's Bishop takes the Pawn.  
*B.* The Queen's Bishop at her King's third  
Square.

(*a*) If he had not cover'd his King and left his Queen  
where she was, he had run the Risk to lose her or the  
Game soon after; because you would have given check with  
your Bishop, and afterwards your King's Rook would have  
attack'd his Queen.

9.

*W.* The Queen at her King's second Square.

*B.* The Queen at her second Square.

10.

*W.* The Queen's Bishop's Pawn two Steps.

*B.* The Queen's Bishop's Pawn one Step.

11.

*W.* The Queen's Knight at his Bishop's third Square.

*B.* The King's Knight at his Bishop's third Square.

12.

*W.* The King's Rook's Pawn one Move.

*B.* The King castles.

13.

*W.* The King's Knight's Pawn two Moves.

*B.* The King's Bishop at his Queen's 3d Square.

14.

*W.* The King's Knight at the black King's fourth Square.

*B.* The Bishop takes the Knight.

15.

*W.* The Pawn retakes the Bishop (*b*).

*B.* The King's Knight at his King's Square.

16.

*W.* The Queen's Rook at its Queen's Square.

*B.* The Queen at her King's second Square.

17.

*W.* The King's Knight's Pawn one Move.

*B.* The Queen's Knight at his Queen's second Square.

(*b*) You take with your Pawn to force his Knight back, having no Place to advance it; you would not have remov'd him if you had attack'd him with your Bishop.

18. *W.*

18.

*W.* The Queen at the black King's Rook's fourth Square (*c*).

*B.* The King's Knight's Pawn one Move.

19.

*W.* The Queen at the black King's Rook's third Square.

*B.* The Queen gives check.

20.

*W.* The King at his Knight's third Square.

*B.* The Queen's Knight takes the white King's Pawn.

21.

*W.* The Knight at his King's fourth Square.

*B.* The Queen at the white Queen's fourth Square (*d*).

22.

*W.* The Knight gives check at the black King's Bishop's third Square.

*B.* The Knight takes the Knight.

23.

*W.* The Pawn takes the Knight and forceth the Mate.

*B.* Lost.

(*c*) See the Letter (*f*) in the first Back-Game of this Gambit.

(*d*) If he had play'd his Queen any where else he had lost his Knight, and that would have been sufficient to win the Game.





## THIRD BACK-GAME,

To the Third Gambit, beginning at  
the eleventh Move.

11.

*White.* **T**HE King's Bishop at his Queen's  
third Square.

*Black.* The King castles on his Queen's Side.

12.

*W.* The King's Rook at its King's Square.

*B.* The Queen retires at her King's Bishop's  
Square(a).

13.

*W.* The Queen at her Rook's fourth Square.

*B.* The King at his Queen's Knight's Square.

14.

*W.* The Queen's Bishop at his King's 3d Square.

*B.* The Queen's Bishop's Pawn one Move (b).

15.

*W.* The Queen's Pawn one Move.

*B.* The Queen's Bishop at the white King's  
Knight's fourth Square.

(a) He retires his Queen to avoid the Loss of a Piece,  
which you could force, by pushing your Queen's Pawn  
upon his Queen's Bishop.

(b) If he had attack'd your Queen with his Queen's Knight,  
you must have retir'd your Queen at her Knight's 3d Square,  
and afterwards push your Rook's Pawn to dislodge his Knight.

16. *W.*

16.

*W.* The Queen's Knight's Pawn two Steps.

*B.* The Bishop takes the Knight.

17.

*W.* The Pawn takes the Bishop.

*B.* The Queen's Rook at its Bishop's Square (*c*).

18.

*W.* The Knight at the black Queen's Knight's fourth Square.

*B.* The Queen's Rook's Pawn one Step.

19.

*W.* The Knight takes the Bishop.

*B.* The Queen takes the Knight.

20.

*W.* The Queen's Rook at its Knight's Square.

*B.* The Queen's Knight at his King's fourth Square.

21.

*W.* The King's Bishop at his King's 2d Square.

*B.* The King's Knight at his Queen's second Square.

22.

*W.* The Queen at the black Queen's Rook's fourth Square.

*B.* The Queen gives check at her King's Knight's third Square.

23.

*W.* The King at his Rook's Square.

*B.* The Queen at her third Square (*d*).

(*c*) Any thing that he can play, the Game is so disposed that he cannot avoid losing it, that is to say, if the Game be well conducted on both Sides.

(*d*) Any thing else he could have play'd, you must have taken his Pawn with your Queen's Knight's Pawn ; and in case your Adversary had taken it, you must have retaken with your Rook, in order to double them afterwards.

24. *W.*

24.

*W.* The Pawn takes the Pawn.

*B.* The King's Knight takes the Pawn.

25.

*W.* The Queen's Rook at the black Queen's Knight's third Square.

*B.* The Queen at her King's Bishop's Square.

26.

*W.* The King's Rook at its Queen's Knight's Square.

*B.* The Queen's Knight at his Queen's second Square.

27.

*W.* The Queen's Rook takes the black Queen's Rook's Pawn.

*B.* The Knight takes the Rook.

28.

*W.* The Queen retakes the Knight.

*B.* The Queen's Rook at its Bishop's 2d Square.

29.

*W.* The Queen's Pawn one Move, and wins the Game.





## FOURTH GAMBIT,

Commonly called

### CUNNINGHAM'S GAMBIT,

The Author of which thought it a sure Game, but I find quite the reverse; three Pawns well conducted, for the Loss of a Bishop only, will win the Game, playing well on both Sides. There will be two Back-Games, one from the seventh, and the other at the eleventh Move.

1.  
*White.* **T**HE King's Pawn two Moves.  
*Black.* The same.

2.  
*W.* The King's Bishop's Pawn two Moves.  
*B.* The King's Pawn takes the Pawn.

3.  
*W.* The King's Knight at his Bishop's third Square.  
*B.* The King's Bishop at his King's second Square.

4. *W.*



4.  
*W.* The King's Bishop at his Queen's Bishop's fourth Square.

*B.* The King's Bishop gives check.

5.  
*W.* The King's Knight's Pawn one Move.

*B.* The Pawn takes the Pawn.

6.  
*W.* The King castles.

*B.* The Pawn takes the Rook's Pawn, and gives check.

7.  
*W.* The King at his Rook's Square.

*B.* The King's Bishop at his third Square (*a*).

8.  
*W.* The King's Pawn one Move.

*B.* The Queen's Pawn two Steps (*b*).

9.  
*W.* The King's Pawn takes the Bishop.

*B.* The King's Knight takes the Pawn.

10.  
*W.* The King's Bishop at his Queen's Knight's third Square.

*B.* The Queen's Bishop at his King's third Square.

(*a*) If instead of playing this Bishop at his third Square he had play'd it at his King's second Square, you had won the Game in a few Moves, which you will see by my first Back-Game, beginning from this seventh Move.

(*b*) Without the Sacrifice of this Bishop he could not win the Game; but, losing it, for three Pawns, he must by a good Management of them, become your Conqueror. The very Strength of those three Pawns (provided he doth not be too hasty in pushing them forwards, and that they be always well sustain'd by his Pieces) will win the Game in spite of your best Defence.

11.

*W.* The Queen's Pawn one Move (*c*).*B.* The King's Rook's Pawn one Move (*d*).

12.

*W.* The Queen's Bishop at his King's Bishop's fourth Square.*B.* The Queen's Bishop's Pawn two Steps.

13.

*W.* The Queen's Bishop takes the Pawn next to his King.*B.* The Queen's Knight at his Bishop's third Square.

14.

*W.* The Queen's Knight at his Queen's second Square.*B.* The King's Knight at the white King's Knight's fourth Square (*e*).

(*c*) If you had push'd this Pawn two Steps, you had given to his Knights a free Entry in your Game, which would have lost you the Party very soon. But, to make this more sensible, I make it the Subject of a second Back-Game from this eleventh Move.

(*d*) This Move is of great Consequence to him, because it hinders you from attacking his King's Knight with your Queen's Bishop, which would have enabled you to separate his Pawns by changing one of your Rooks for one of his Knights, and in this case the Advantage of the Game would have turned on your Side.

(*e*) He playeth this Knight to take your Queen's Bishop, which would prove very incommodious to him in case he should castle on his Queen's Side. It is here proper to observe again as a general Rule, that if the Strength of your Game consists in Pawns, the best way is to take the Adversary's Bishops as soon as possible, because they can stop the advancing of the Pawns, much better than the Rooks.

15. *W.*

15.

*W.* The Queen at her King's second Square (*f*).*B.* The Knight takes the Bishop.

16.

*W.* The Queen takes the Knight.*B.* The Queen at her Knight's Square (*g*).

17.

*W.* The Queen takes the Queen (*b*).*B.* The Rook takes the Queen.

18.

*W.* The Queen's Rook at its King's Square.*B.* The King at his Queen's second Square.

19.

*W.* The King's Knight gives check.*B.* The Knight takes the Knight.

20.

*W.* The Queen's Rook takes the Knight.*B.* The King at his Queen's third Square.

21.

*W.* The King's Rook at its King's Square.*B.* The Queen's Knight's Pawn two Steps.

22.

*W.* The Queen's Bishop's Pawn one Step.*B.* The Queen's Rook at its King's Square.

(*f*) Not knowing how to save your Bishop without doing worse, you play your Queen to take his Place again when taken; for, if you had play'd it at your King's Bishop's fourth Square to hinder the Check of his Knight, he would have push'd his King's Knight's Pawn upon your said Bishop, and would have made you lose the Game immediately.

(*g*) If he had played his Queen any where else, she would have been cramp'd; therefore he offers to change, that in case you refuse he may place her at her third Square, where she not only would have been safe, but extremely well posted.

(*b*) If you did not take his Queen, your Game would be still in a worse Condition.

23.

*W.* The Queen's Rook's Pawn two Steps.

*B.* The Queen's Rook's Pawn one Step.

24.

*W.* The Knight at his King's Bishop's 3d Square.

*B.* The King's Knight's Pawn two Steps.

25.

*W.* The King at his Knight's second Square.

*B.* The King's Bishop's Pawn one Move (*i*).

26.

*W.* The Queen's Rook at its King's 2d Square.

*B.* The King's Rook's Pawn one Step.

27.

*W.* The Queen's Rook's Pawn takes the Pawn.

*B.* The Pawn retakes the Pawn.

28.

*W.* The King's Rook at its Queen's Rook's Square.

*B.* The Queen's Rook at her Home (*k*).

29.

*W.* The King's Rook returns to its King's Square.

*B.* The Bishop at his Queen's second Square.

30.

*W.* The Queen's Pawn one Move.

*B.* The Queen's Bishop's Pawn one Move.

31.

*W.* The Bishop at his Queen's Bishop's second Square.

(*i*) If he had pushed this Pawn two Steps, you had gain'd his Queen's Pawn, taking it with your Bishop. This would have mended your Game very much.

(*k*) One must always strive to hinder the Adversary from doubling his Rooks, particularly when there is an Opening in the Game; therefore he proposes immediately to change one for the other.

*B.* The



*B.* The King's Rook's Pawn one Move (*l*).

32.

*W.* The King's Rook at his Home.

*B.* The King's Rook at its fourth Square (*m*).

33.

*W.* The Queen's Knight's Pawn one Move.

*B.* The Queen's Rook at its King's Rook's Square.

34.

*W.* The Queen's Knight's Pawn one Move.

*B.* The King's Knight's Pawn one Move.

35.

*W.* The Knight at his Queen's second Square.

*B.* The King's Rook at its King's Knight's 4th Square.

36.

*W.* The King's Rook at its King's Bishop's Square.

*B.* The King's Knight's Pawn one Move.

37.

*W.* The Rook takes the Pawn and gives check.

*B.* The King at his Queen's Bishop's second Square.

38.

*W.* The King's Rook at the black King's Knight's third Square.

(*l*) He playeth this Pawn to push afterwards that of his King's Knight's upon your Knight, with an Intention to force it from his Post; but if he had pushed his Knight's Pawn before he play'd this, you must have posted your Knight at your King's Rook's fourth Square, and by this means you would have stop'd the Progress of all his Pawns.

(*m*) If instead of playing this he had given check with his Rook's Pawn, he would have play'd ill, and entirely against the Instruction given in the first Party. Vide Ref. x first Party.

**B.** The King's Rook's Pawn gives check.

39.

**W.** The King at his Knight's Square.

**B.** The King's Knight's Pawn one Move.

40.

**W.** The Rook takes the Rook.

**B.** The Rook's Pawn gives check.

41.

**W.** The King takes the Knight's Pawn.

**B.** The Rook's Pawn makes a Queen, and gives check.

42.

**W.** The King at his Bishop's second Square.

**B.** The Rook gives check at its King's Bishop's Square.

43.

**W.** The King at his third Square.

**B.** The Queen gives check at the white King's Rook's third Square.

44.

**W.** The Knight covers the check, having no other way.

**B.** The Queen takes the Knight, and afterwards the Rook, and gives mate in two Moves after.





## FIRST BACK - GAME,

Beginning at the Seventh Move of this Fourth Gambit.

7.  
*White.* **T**HE King at his Rook's Square.  
*Black.* The Bishop at his King's second Square.

8.  
*W.* The King's Bishop takes the Pawn, and gives check.

*B.* The King takes the Bishop.

9.  
*W.* The King's Knight at the black King's fourth Square, giving double Check.

*B.* The King at his third Square, any where else he loses his Queen.

10.  
*W.* The Queen gives check at her King's Knight's fourth Square.

*B.* The King takes the Knight.

11.  
*W.* The Queen gives check at the black King's Bishop's fourth Square.

*B.* The King at his Queen's third Square.

12.  
*W.* The Queen gives Check-mate at the black Queen's fourth Square.



A SEQUEL to this

## FIRST BACK-GAME,

In case your Adversary refuses taking your Bishop with his King, at the Eighth Move of this first Back-Game.

8.

*White.* **T**HE King's Bishop takes the Pawn and gives check.

*Black.* The King at his Bishop's Square.

9.

*W.* The King's Knight at the black King's fourth Square.

*B.* The King's Knight at his King's Bishop's 3d Square.

10.

*W.* The King's Bishop at his Queen's Knight's third Square.

*B.* The Queen at her King's Square.

11.

*W.* The King's Knight at the black King's Bishop's second Square.

*B.* The Rook at her Knight's Square.

12.

*W.* The King's Pawn one Move.

*B.* The Queen's Pawn two Moves.

13. *W.*



13.

*W.* The Pawn takes the Knight.

*B.* The Pawn retakes the Pawn.

14.

*W.* The Bishop takes the Pawn.

*B.* The Queen's Bishop at the white King's Knight's fourth Square.

15.

*W.* The Queen at her King's Square.

*B.* The Queen's Bishop at her King's Rook's fourth Square.

16.

*W.* The Queen's Pawn two Steps (a).

*B.* The Bishop takes the Knight.

17.

*W.* The Queen's Bishop gives check.

*B.* The Rook covers the Check.

18.

*W.* The Knight at his Queen's Bishop's 3d Square.

*B.* The Bishop takes the Bishop.

19.

*W.* The Knight retakes the Bishop.

*B.* The Queen at her King's Bishop's 2d Square.

20.

*W.* The Knight takes the Bishop.

*B.* The Queen takes the Knight.

21.

*W.* The Queen takes the Queen.

*B.* The King takes the Queen.

22.

*W.* The Bishop takes the Rook, and with the Superiority of a Rook, besides a good Situation, will easily win the Game.

(a) This Piece is sacrificed, only to shorten the Game.



## SECOND BACK-GAME,

Beginning at the eleventh Move of this  
*Cunningham's Gambit.*

11.  
*White.* **T**HE Queen's Pawn two Moves.  
*Black.* The King's Knight at the white  
King's fourth Square.

12.  
*W.* The Queen's Bishop at his King's Bishop's  
fourth Square.

*B.* The King's Bishop's Pawn two Moves.

13.  
*W.* The Queen's Knight at his Queen's second  
Square (*a*).

*B.* The Queen at her King's second Square.

14.  
*W.* The Queen's Bishop's Pawn two Moves.

*B.* The Queen's Bishop's Pawn one Move (*b*).

(*a*) You play this Knight to tempt your Adversary to take it; but if he did, he would play very ill; because you are to observe, that a Knight thus situated, that is to say, sustain'd by two Pawns, whilst you have no Pawn left to push up to remove it, that Knight is at least worth a Rook, and becomes so incommodious, that you will be forced to take it; and in this case your Adversary reunites his two Pawns, one of which will probably either make a Queen, or cost you a Piece to hinder it.

(*b*) If he had taken your Pawn, his Game would have very much diminish'd in Strength, because his Knight had been sustain'd but by one Pawn instead of two; besides, he would have been forced to retire his King's Knight when attack'd, in order to preserve the Pawn that sustain'd it.

15. *W.*

15.

*W.* The Pawn takes the Pawn.

*B.* The Pawn retakes the Pawn.

16.

*W.* The Queen's Rook at its Bishop's Square.

*B.* The Queen's Knight at his Bishop's third Square.

17.

*W.* The Queen's Knight takes the Knight.

*B.* The King's Bishop's Pawn retakes the Knight.

18.

*W.* The Knight takes the black Pawn next to his King.

*B.* The King castles with his Rook.

19.

*W.* The Queen at her second Square.

*B.* The King's Rook's Pawn one Step.

20.

*W.* The Queen's Rook at the black Queen's Bishop's fourth Square.

*B.* The Queen's Rook at its Queen's Square.

21.

*W.* The King's Bishop at his Queen's Rook's fourth Square.

*B.* The King's Knight's Pawn two Steps.

22.

*W.* The Queen's Bishop at his King's third Square.

*B.* The Rook takes the Rook.

23.

*W.* The Knight takes the Rook.

*B.* The Queen at her third Square.

24.

*W.* The Queen at her King's Rook's 2d Square.

*B.* The King at his Knight's second Square.

25. *W.*

25.

*W.* The Queen takes the Queen.

*B.* The Rook retakes the Queen.

26.

*W.* The Queen's Rook's Pawn one Move.

*B.* The King at his Knight's third Square.

27.

*W.* The Queen's Knight's Pawn two Steps.

*B.* The King's Rook's Pawn one Move.

28.

*W.* The Queen's Knight's Pawn one Move.

*B.* The Knight at his King's second Square.

29.

*W.* The Rook at the black Queen's Bishop's second Square.

*B.* The Rook at its Queen's second Square.

30.

*W.* The Rook takes the Rook, if not it will be the same.

*B.* The Bishop retakes the Rook.

31.

*W.* The King at his Knight's second Square.

*B.* The King's Rook's Pawn one Step.

32.

*W.* The Queen's Bishop at his King's Bishop's second Square.

*B.* The King at his Rook's fourth Square.

33.

*W.* The King's Bishop gives check.

*B.* The Bishop covers the Check.

34.

*W.* The Bishop takes the Bishop.

*B.* The King takes the Bishop.

35. *W.*



35.

*W.* The Knight gives check at his King's third Square.

*B.* The King at the white King's Bishop's fourth Square.

36.

*W.* The King at his Rook's third Square.

*B.* The King at the white King's Bishop's third Square.

37.

*W.* The Knight at his King's Knight's fourth Square.

*B.* The Knight at his King's Bishop's fourth Square.

38.

*W.* The Bishop at his King's Knight's Square.

*B.* The King's Pawn one Move.

39.

*W.* The Queen's Rook's Pawn one Move.

*B.* The King's Pawn one Move.

40.

*W.* The Bishop at his King's Bishop's second Square.

*B.* The Knight takes the Queen's Pawn, and wins afterwards the Party.



*(Decorative border with repeating patterns of chess pieces and symbols)*

# NEW OBSERVATION UPON THE Gambit call'd *Cunningham's*.

I have already shewn, that the Attack of that Gambit is far from being good, since the Defence must win every way when tolerably well perform'd; three Pawns well conducted cannot be less than equivalent to a Piece: But the sure way to win is, when the first Check is given with the Bishop, to remove your King to his own Bishop's Place, and not pushing the Pawn, as *Cunningham* sheweth.

*White.* <sup>1.</sup> **T**HE King's Pawn two Moves.  
*Black.* The same.

<sup>2.</sup>  
*W.* The King's Bishop's Pawn two Moves.  
*B.* The Pawn takes the Pawn.

<sup>3.</sup>  
*W.* The King's Knight at his Bishop's 3d Square.  
*B.* The

*B.* The King's Bishop at his King's second Square.

*W.* The King's Bishop at his Queen's Bishop's fourth Square.

*B.* The Bishop gives check.

*W.* The King at his Bishop's Square (*a*).

*B.* The Queen's Pawn one Step.

*W.* The Queen's Pawn two Steps.

*B.* The Queen at her King's Bishop's 3d Square.

*W.* The King's Pawn one Step.

*B.* The Queen's Pawn takes the Pawn.

*W.* The Queen's Pawn retakes the Pawn.

*B.* The Queen at her King's second Square.

*W.* The Queen's Bishop takes the Gambit's Pawn.

*B.* The Queen's Bishop at the white King's Knight's fourth Square.

*W.* The Queen's Knight at his Bishop's third Square.

*B.* The Queen's Bishop's Pawn one Step.

*W.* The Queen's Knight at his King's fourth Square, and must win the Game.

(*a*) Retiring your King at his Bishop's Place, makes it impossible for your Adversary to preserve the Gambit's Pawn, which will be always in your Power to take, and preserve continually the Attack upon him.

# THE QUEEN'S GAMBIT,

## OTHERWISE GAMBIT of ALEPPO,

Wherein there will be six Back-games.

*White.* **T**HE Queen's Pawn two Steps.

*Black.* The Queen's Pawn two Steps likewise.

2.

*W.* The Queen's Bishop's Pawn two Steps.

*B.* The Pawn takes the Pawn.

3.

*W.* The King's Pawn two Moves (*a*).

*B.* The King's Pawn two Moves (*b*).

4. *W.*

(*a*) If instead of two, you had push'd this Pawn but one Step, your Adversary would in this Case have shut up your Queen's Bishop for at least half the Game; my first Back-game will be the Evidence of it. In the mean while I take this Opportunity to acquaint you, that a certain Author (otherwise a very good Player, who delights chiefly in this Queen's Gambit) teaches to push this Pawn only one Step; however, this will convince him and others that it is absolutely better to push it two Steps; nevertheless, I will agree, that pushing it only one Step, you may sometimes deceive a bad Player, but this doth not justify the Move.

(*b*) If instead of playing this Pawn, he had sustain'd the Gambit's Pawn, he had lost the Game. This will be seen by a second Back-game. But if he had neither push'd this Pawn,

nor



4.

*W.* The Queen's Pawn one Move (*c*).*B.* The King's Bishop's Pawn two Moves (*d*).

5.

*W.* The Queen's Knight at his Bishop's third Square.*B.* The King's Knight at his Bishop's 3d Square.

6.

*W.* The King's Bishop's Pawn one Move.*B.* The King's Bishop at his Queen's Bishop's fourth Square.

7.

*W.* The Queen's Knight at his Rook's fourth Square (*e*).*B.* The Bishop takes the Knight, near the white King's Rook (*f*).

8.

*W.* The Rook takes the Bishop.

nor taken the Gambit's Pawn, in this case you must have push'd your King's Bishop's Pawn two Steps, and your Game would have been in the best of Situations, for having then three Pawns in Front.

(*c*) If instead of pushing your Pawn forwards you had taken his King's Pawn, you had lost the Advantage of the Attack. This will be the Subject of a third Back-game.

(*d*) If he had play'd any thing else, you must have push'd your King's Bishop's Pawn two Steps; by this means you would have procured your Pieces an entire Liberty to act.

(*e*) If instead of playing your Knight in order to take his King's Bishop, or make him remove it from that Line (as you are instructed in the first Party) you had taken the Gambit's Pawn, you had lost the Game again. This must be shewn by a fourth Back-game.

(*f*) If instead of taking your Knight, he had play'd his Bishop at your Queen's fourth Square, you must have attack'd it with your King's Knight, and taken it the subsequent Move.

*B.* The King castles (*g*).

9.

*W.* The Knight at his Queen's Bishop's 3d Square.

*B.* The Pawn takes the Pawn.

10.

*W.* The King's Bishop takes the Gambit's Pawn (*b*).

*B.* The Pawn takes the white King's Bishop's Pawn.

11.

*W.* The Pawn retakes the Pawn (*i*).

*B.* The Queen's Bishop at his King's Bishop's fourth Square.

12.

*W.* The Queen's Bishop at his King's third Square.

*B.* The Queen's Knight at his Queen's second Square.

13.

*W.* The Queen at her second Square.

*B.* The Queen's Knight at his third Square.

14.

*W.* The Queen's Bishop takes the Knight.

*B.* The Rook's Pawn retakes the Bishop.

(*g*) Instead of castling, if he had push'd his Queen's Knight's Pawn two Steps in order to sustain his Gambit's Pawn, you will be convinced by a fifth Back-game that he had lost the Party; and if instead of either of these two Moves, he had chosen to take your King's Pawn, your retaking it would have hindered him from taking yours again with his Knight, because he would have lost the Game by your giving him check with your Queen. This is easily seen without a Back-game.

(*b*) This particular Move demands a sixth Back-game; because if you had retaken his King's Bishop's Pawn with your King's Bishop's Pawn, you had lost the Game again.

(*i*) In retaking this Pawn, you give an Opening to your Rook upon his King, and this Pawn serves likewise for a better Guard to your King, it stops also the Course of your Adversary's Knight; and tho' you have at present a Pawn less, you have the best of the Game by the Situation.

15. *W.*

15.

*W.* The King castles on his Queen's Side.

*B.* The King at his Rook's Square.

16.

*W.* The King's Rook at the black King's Knight's fourth Square.

*B.* The King's Knight's Pawn one Move.

17.

*W.* The Queen at her King's third Square.

*B.* The Queen at her third Square.

18.

*W.* The Knight at his King's fourth Square.

*B.* The Bishop takes the Knight.

19.

*W.* The Pawn retakes the Bishop, and reunites his Comrades.

*B.* The King's Rook at its King's Square.

20.

*W.* The King at his Queen's Knight's Square.

*B.* The Queen at her Bishop's fourth Square.

21.

*W.* The Queen takes the Queen.

*B.* The Pawn retakes the Queen.

22.

*W.* The Queen's Rook at its King's Square.

*B.* The King at his Knight's second Square.

23.

*W.* The King at his Queen's Bishop's second Square.

*B.* The King's Rook's Pawn one Move.

24.

*W.* The King's Rook at his Knight's third Square.

*B.* The Knight at his King's Rook's fourth Square.

25.

*W.* The attack'd Rook saves itself at the Queen's Knight's third Square.

*B.* The Queen's Knight's Pawn one Move.

26.

*W.* The Queen's Pawn one Step, to make an Opening for your Rook and Bishop.

*B.* The Pawn takes the Pawn.

27.

*W.* The King's Rook takes the Pawn.

*B.* The Queen's Rook at its Queen's Square.

28.

*W.* The Queen's Rook at its Queen's Square.

*B.* The Knight at his King's Bishop's third Square.

29.

*W.* The King's Rook gives check.

*B.* The King at his Rook's Square.

30.

*W.* The Bishop at the black Queen's fourth Square, to hinder the Adversary's Pawns advancing.

*B.* The Knight takes the Bishop.

31.

*W.* The Rook retakes the Knight.

*B.* The King's Rook at its Bishop's Square.

32.

*W.* The Queen's Rook at its Queen's second Square.

*B.* The King's Rook at the white King's Bishop's fourth Square.

33.

*W.* The Queen's Rook at its King's second Square.

*B.* The Queen's Pawn one Move.

34.

*W.* The Pawn takes the Pawn.

*B.* The Queen's Rook takes the Pawn.

35. *W.*



35.

*W.* The King's Rook at the black King's second Square.

*B.* The King's Knight's Pawn one Step ; if he sustain'd the Pawn, the Game was lost.

36.

*W.* One of the two Rooks takes the Pawn.

*B.* The Rook takes the Rook.

37.

*W.* The Rook retakes the Rook.

*B.* The Rook gives check at the white King's Bishop's second Square.

38.

*W.* The King at his Queen's Bishop's third Square.

*B.* The Rook takes the Pawn.

39.

*W.* The Rook's Pawn two Steps (*k*).

*B.* The King's Knight's Pawn one Step,

40.

*W.* The Rook's Pawn one Move.

*B.* The Knight's Pawn one Move.

41.

*W.* The Rook at its King's Square.

*B.* The Knight's Pawn one Move.

42.

*W.* The Rook at its King's Knight's Square.

*B.* The Rook gives check.

43.

*W.* The King at his Queen's Bishop's fourth Square.

(*k*) If you had taken his Pawn with your Rook, instead of pushing this Pawn, you had lost the Game ; because your King would have hindered your Rook's coming in time to stop the Passage of his Knight's Pawn. This may be seen by playing over the same Moves.

*B.* The Rook at the white King's Knight's third Square.

44.

*W.* The Rook's Pawn one Move.

*B.* The Rook at its Knight's second Square.

45.

*W.* The King takes the Pawn.

*B.* The Rook's Pawn one Move.

46.

*W.* The King at the black Queen's Knight's third Square.

*B.* The Rook's Pawn one Move.

47.

*W.* The Rook's Pawn one Move.

*B.* The Rook takes the Pawn (*l*).

48.

*W.* The Rook takes the Pawn (*m*).

*B.* The Rook at the King's Rook's second Square.

49.

*W.* The Pawn two Steps.

*B.* The Pawn one Step.

50.

*W.* The Rook at its King's Rook's second Square.

*B.* The King at his Knight's second Square.

51.

*W.* The Pawn one Move.

*B.* The King at his Knight's third Square.

52.

*W.* The King at the black Queen's Bishop's third Square.

(*l*) If he did not take your Pawn, you must have taken his ; and that would have given you the Game.

(*m*) If instead of taking his Pawn, you had taken his Rook, you had lost the Game : There requires no Back-games to shew these last Moves, being easily found with but very little Trouble in playing them over again.

*B.* The

*B.* The King at his Knight's fourth Square.

53.

*W.* The Pawn one Move.

*B.* The King at the white King's Knight's fourth Square.

54.

*W.* The Pawn advances.

*B.* The Rook takes the Pawn, and playing afterwards his King upon the Rook, it is visible to be a drawn Game, because his Pawn will cost your Rook.



## FIRST BACK - GAME,

Beginning at the third Move of this Queen's Gambit.

3.

*White.* **T**HE King's Pawn one Move.

*Black.* **T**he King's Bishop's Pawn two Steps (*a*).

4.

*W.* The King's Bishop takes the Pawn.

*B.* The King's Pawn one Move.

5.

*W.* The King's Bishop's Pawn one Move.

(*a*) The moving of this Pawn must convince you, that it had been better to push your King's Pawn two Steps, because (as you can easily perceive) his Pawn hinders the Union of your King's and Queen's Pawns in front.

*B.* The King's Knight at his Bishop's third Square (*b*).

6.

*W.* The Queen's Knight at his Bishop's third Square.

*B.* The Queen's Bishop's Pawn two Steps (*c*).

7.

*W.* The King's Knight at his King's second Square.

*B.* The Queen's Knight at his Bishop's third Square.

8.

*W.* The King castles.

*B.* The King's Knight's Pawn two Steps (*d*),

9.

*W.* The Queen's Pawn takes the Pawn (*e*).

*B.* The Queen takes the Queen.

10.

*W.* The Rook retakes the Queen.

*B.* The King's Bishop takes the Pawn.

11.

*W.* The King's Knight at his Queen's fourth Square.

*B.* The King at his second Square.

12.

*W.* The Queen's Knight at his Rook's fourth Square.

(*b*) He playeth this Knight for the same purpose, which is to hinder your King's and Queen's Pawns to assemble.

(*c*) This is push'd again with the same Design to hinder the Center Pawns to unite in front.

(*d*) He playeth this Pawn to push that of his King's Bishop's upon your King's Pawn in case of need, which would be the Cause of an entire Separation of your best Pawns.

(*e*) If instead of taking this Pawn you had advanced it, your Adversary would have attack'd your King's Bishop with his Queen's Knight to oblige you to give him check; and in this case, he, playing his King at his Bishop's second Square, had gain'd the Move upon you, and a very good Situation of Game.



*B.* The King's Bishop at his Queen's third Square.

13.

*W.* The King's Knight takes the Knight.

*B.* The Pawn retakes the Knight.

14.

*W.* The King's Bishop's Pawn one Step (*f*).

*B.* The King's Rook's Pawn one Step.

15.

*W.* The Queen's Bishop at his Queen's second Square.

*B.* The Knight at his Queen's fourth Square.

16.

*W.* The King's Knight's Pawn one Step.

*B.* The Queen's Bishop at his Queen's second Square.

17.

*W.* The King at his Bishop's second Square.

*B.* The Queen's Bishop's Pawn one Move.

18.

*W.* The Knight at his Queen's Bishop's third Square.

*B.* The Queen's Bishop at his third Square.

19.

*W.* The Knight takes the Knight.

*B.* The Pawn retakes the Knight.

20.

*W.* The King's Bishop at his King's second Square.

*B.* The Queen's Rook at its King's Knight's Square.

21.

*W.* The Queen's Bishop at his third Square.

(*f*) You advance this Pawn to hinder your Adversary's putting three Pawns in front, which he would have perform'd by pushing only his King's Pawn,

*B.* The

*B.* The King's Knight's Pawn takes the Pawn.

22.

*W.* The Bishop takes the Rook (*g*).

*B.* The Pawn takes the King's Pawn giving check.

23.

*W.* The King retakes the Pawn.

*B.* The Rook takes the Bishop.

24.

*W.* The King's Bishop at his third Square.

*B.* The King at his third Square.

25.

*W.* The King's Rook at its Queen's second Square.

*B.* The Queen's Pawn gives check.

26.

*W.* The King at his Bishop's second Square.

*B.* The Queen's Bishop at the white King's fourth Square.

27.

*W.* The Queen's Rook at its King's Square.

*B.* The King at his Queen's fourth Square.

28.

*W.* The King's Rook at its King's second Square.

*B.* The Rook at its King's Square.

29.

*W.* The King's Knight's Pawn one Move.

*B.* The Bishop takes the Bishop.

(*g*) If you had retaken his Pawn with your Knight's Pawn, he would have push'd his Queen's Pawn upon your Bishop, and afterwards would have entered your Game with a Check of his Rook, sustain'd by his Queen's Bishop; and if you had taken this Pawn with your King's Pawn, he might have done the same; that would have given him a very good Game, because one of his Pawns being then pass'd (that is to say, a Pawn that can be no more stopp'd but by Pieces) will infallibly cost a Piece, to hinder the making of it a Queen.

30. *W.*

30.

*W.* The Rook takes the Rook.*B.* The Pawn takes the Pawn.

31.

*W.* The King's Rook's Pawn one Move.*B.* The Queen's Bishop's Pawn one Move.

32.

*W.* The King's Rook at the black King's Rook's Square.*B.* The Queen's Pawn one Move.

33.

*W.* The King at his third Square.*B.* The King's Bishop gives check at his Queen's Bishop's fourth Square.

34.

*W.* The King at his Bishop's fourth Square, having no other Place.*B.* The Queen's Pawn one Move, and wins the Game (*b*).

(*b*) I let your Game be lost, only to shew the Strength of two Bishops against the Rooks, particularly when the King is placed between two Pawns. But if instead of employing your Rooks to make War against his Pawns, you had, on the thirty-first Move, play'd your Rook at the black Queen's Square; on the thirty-second Move brought your other Rook at your Adversary's King's second Square; and on the thirty-third Move sacrificed your first Rook for his King's Bishop; instead of losing, you had made it a drawn Game.





## SECOND BACK-GAME,

Beginning at the third Move of this  
Queen's Gambit.

<sup>3.</sup>  
*White.* **T**HE King's Pawn two Steps.  
*Black.* The Queen's Knight's Pawn two Steps.

<sup>4.</sup>  
*W.* The Queen's Rook's Pawn two Steps.  
*B.* The Queen's Bishop's Pawn one Step.

<sup>5.</sup>  
*W.* The Queen's Knight's Pawn one Step.  
*B.* The Gambit's Pawn takes the Pawn.

<sup>6.</sup>  
*W.* The Rook's Pawn takes the Pawn.  
*B.* The Queen's Bishop's Pawn takes the Pawn.

<sup>7.</sup>  
*W.* The King's Bishop takes the Pawn, and gives check.  
*B.* The Bishop covers the Check.

<sup>8.</sup>  
*W.* The Queen takes the Pawn.  
*B.* The Bishop takes the Bishop.

(a) It is of the same Consequence in the Attack of the Queen's Gambit, to separate the Adversary's Pawns on that Side, as it is in the King's Gambits to separate them on the King's Side.

9. *W.*



9.

*W.* The Queen retakes the Bishop, and gives check.

*B.* The Queen covers the Check.

10.

*W.* The Queen takes the Queen.

*B.* The Knight retakes the Queen.

11.

*W.* The King's Bishop's Pawn two Steps.

*B.* The King's Pawn one Move or Step.

12.

*W.* The King at his second Square.

*B.* The King's Bishop's Pawn two Steps (*b*).

13.

*W.* The King's Pawn one Move.

*B.* The King's Knight at his King's second Square.

14.

*W.* The Queen's Knight at his Bishop's third Square.

*B.* The King's Knight at his Queen's fourth Square (*c*).

15.

*W.* The Knight takes the Knight.

*B.* The Pawn retakes the Knight.

(*b*) By pushing this Pawn two Steps, his Scheme is to force you to push forwards your King's Pawn, in order to make your Queen's Pawn, now at the Head, be left behind, and of no use to you. (Vide Ref. (*1*) in the third Party.) Nevertheless you must play it; but you will strive afterwards with the Help of your Pieces to change this your Queen's Pawn for his King's, and give by this means a free Passage to your own King's Pawn.

(*c*) In this present Situation your Adversary is forced to propose the changing of Knights, though by this Move he separates his Pawns; because if he had play'd any thing else, you would have taken his Rook's Pawn, playing only your Knight at the black Queen's Knight's fourth Square, as you may easily perceive.

16. *W.*

16.

*W.* The Queen's Bishop at his Rook's 3d Square.

*B.* The Bishop takes the Bishop.

17.

*W.* The Rook takes the Bishop.

*B.* The King at his second Square.

18.

*W.* The King at his Bishop's third Square.

*B.* The King's Rook at its Queen's Knight's Square.

19.

*W.* The Knight at his King's second Square.

*B.* The King at his third Square.

20.

*W.* The King's Rook at its Queen's Rook's Square.

*B.* The King's Rook at its Queen's Knight's 2d Square.

21.

*W.* The Queen's Rook gives check.

*B.* The Knight covers the Check.

22.

*W.* The King's Rook at the black Queen's Rook's fourth Square.

*B.* The King's Knight's Pawn one Move.

23.

*W.* The Knight at his Queen's Bishop's 3d Square.

*B.* The Queen's Rook at its Queen's Square.

24.

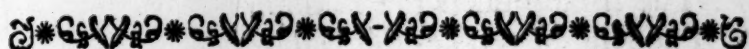
*W.* The Queen's Rook takes the Rook's Pawn.

*B.* The Rook takes the Rook.

25.

*W.* The Rook retaketh, and must win the Game, having a Pawn Superiority, and moreover a Pawn past, which amounts to a Piece (*d*).

(*d*) One may see by this Back-game, that a Pawn, when separated from his Fellows, will seldom or never make a Fortune.



## THIRD BACK-GAME,

Beginning at the fourth Move of this  
Queen's Gambit.

*White.* <sup>4.</sup> **T**HE Queen's Pawn takes the Pawn.  
*Black.* The Queen takes the Queen.

<sup>5.</sup>  
*W.* The King retakes the Queen.  
*B.* The Queen's Bishop at his King's 3d Square.

<sup>6.</sup>  
*W.* The King's Bishop's Pawn two Steps.  
*B.* The King's Knight's Pawn one Step.

<sup>7.</sup>  
*W.* The Queen's Knight at his Bishop's third Square.  
*B.* The Queen's Knight at his Queen's second Square.

<sup>8.</sup>  
*W.* The King's Rook's Pawn one Move.  
*B.* The King's Rook's Pawn two Moves.

<sup>9.</sup>  
*W.* The Queen's Bishop at his King's 3d Square.  
*B.* The King castles.

<sup>10.</sup>  
*W.* The King at his Queen's Bishop's 2d Square.  
*B.* The King's Bishop at his Queen's Bishop's fourth Square.

**11. W.**

11.

*W.* The Bishop takes the Bishop.

*B.* The Knight retakes the Bishop.

12.

*W.* The King's Knight at his Bishop's third Square.

*B.* The Queen's Bishop's Pawn one Step.

13.

*W.* The King's Knight at the black King's Knight's fourth Square.

*B.* The Queen's Knight's Pawn two Steps.

14.

*W.* The King's Bishop at his King's second Square.

*B.* The King's Knight at his King's second Square.

15.

*W.* The Knight takes the Bishop.

*B.* The Pawn retakes the Knight.

16.

*W.* The Queen's Rook's Pawn two Steps.

*B.* The Queen's Knight at the white Queen's Knight's third Square.

17.

*W.* The Queen's Rook at its second Square.

*B.* The Queen's Rook's Pawn one Step.

18.

*W.* The Queen's Rook's Pawn takes the Pawn.

*B.* The Queen's Rook's Pawn retakes the Pawn.

19.

*W.* The Rook gives check.

*B.* The King at his Queen's Knight's second Square.

20. *W.*



20.

*W.* The Rook takes the Rook.

*B.* The Rook retakes the Rook.

21.

*W.* The Rook at its Queen's Square.

*B.* The Queen's Knight gives check at the white Queen's fourth Square.

22.

*W.* The King at his Queen's Knight's Square.

*B.* The King at his Queen's Knight's third Square.

23.

*W.* The King's Knight's Pawn two Steps.

*B.* The Pawn takes the Pawn.

24.

*W.* The Pawn retakes the Pawn.

*B.* The Queen's Bishop's Pawn one Move.

25.

*W.* The King's Knight's Pawn one Move.

*B.* The King's Knight at his Queen's Bishop's third Square.

26.

*W.* The Bishop at his King's Knight's 4th Square.

*B.* The Queen's Knight's Pawn one Move.

27.

*W.* The Knight at his King's second Square.

*B.* The King's Knight at his Queen's Rook's fourth Square.

28.

*W.* The Knight takes the Knight.

*B.* The Pawn retakes the Knight.

29.

*W.* The Bishop takes the Pawn.

*B.* The King at his Queen's Bishop's 4th Square.

30.

*W.* The King's Bishop's Pawn one Step.

K

*B.* The

*B.* The Queen's Pawn one Move.

31.

*W.* The King's Bishop's Pawn takes the Pawn (*a*).

*B.* The Knight at the white Queen's Knight's 3d Square.

32.

*W.* The Pawn one Move.

*B.* The Rook at its Queen's Rook's Square, to give Check-mate.

33.

*W.* The Rook takes the Pawn.

*B.* The Rook gives check.

34.

*W.* The King has but one Place.

*B.* The Rook gives Check-mate at its Queen's Bishop's Square.



## FOURTH BACK-GAME,

Beginning at the seventh Move of this Queen's Gambit.

7.

*White.* **T**HE King's Bishop takes the Gambit's Pawn.

*Black.* The King's Bishop's Pawn takes the Pawn.

8.

*W.* The King's Bishop's Pawn retakes the Pawn.

(*a*) He takes this Pawn, to make a Queen upon the white Queen's Square, where his Bishop sustains the Pawn.

*B.* The

*B.* The King's Knight at the white King's Knight's fourth Square.

9.

*W.* The King's Knight at his Rook's third Square.

*B.* The Queen gives check.

10.

*W.* The King at his Queen's second Square.

*B.* The King's Knight at the white King's third Square.

11.

*W.* The Queen at her King's second Square.

*B.* The Queen's Bishop at the white King's Knight's fourth Square.

12.

*W.* The Queen at her third Square.

*B.* The King's Knight takes the King's Knight's Pawn.

13.

*W.* The King's Knight at his home.

*B.* The Queen at the white King's Square giving check.

14.

*W.* The King retires.

*B.* The King's Bishop takes the Knight, and will easily win the Game.





## FIFTH BACK-GAME.

At the eighth Move.

8.

*White.* **T**HE Rook retakes the Bishop.  
*Black.* The Queen's Knight's Pawn two Steps.

9.

*W.* The Knight at the black Queen's Bishop's fourth Square.  
*B.* The King castles.

10.

*W.* The Queen's Rook's Pawn two Moves.  
*B.* The Queen's Knight at his Rook's 3d Square.

11.

*W.* The Knight takes the Knight.  
*B.* The Bishop retakes the Knight.

12.

*W.* The Rook's Pawn takes the Pawn.  
*B.* The Bishop retakes the Pawn.

13.

*W.* The Queen's Knight's Pawn one Move.  
*B.* The King's Bishop's Pawn takes the Pawn.

14.

*W.* The Queen's Knight's Pawn takes the Pawn.  
*B.* The Bishop at his Queen's second Square.

15.

*W.* The Queen's Bishop at the black King's Knight's fourth Square.

2

*B.* The



*B.* The Pawn takes the Pawn.

16.

*W.* The Pawn retakes the Pawn.

*B.* The King at his Rook's Square.

17.

*W.* The King's Bishop at his Queen's 3d Square.

*W.* The King's Rook's Pawn one Move.

18.

*W.* The King's Rook's Pawn two Moves.

*B.* The Rook's Pawn takes the Queen's Bishop.

19.

*W.* The Pawn retakes the Pawn.

*B.* The Knight at his Rook's fourth Square.

20.

*W.* The Bishop at the black King's Knight's 3d Square.

*B.* The Knight at the white King's Bishop's 4th Square.

21.

*W.* The Queen at her Bishop's second Square.

*B.* The Knight takes the Bishop to avoid the mate.

22.

*W.* The Queen retakes the Knight.

*B.* The Bishop at his King's Bishop's 4th Square.

23.

*W.* The Queen gives check.

*B.* The King retires.

24.

*W.* The King's Knight's Pawn one Move.

*B.* The Bishop takes the Pawn.

25.

*W.* The Queen takes the Bishop.

*B.* The Queen at her King's Bishop's 3d Square.

26.

*W.* The Queen's Rook at the black Queen's Rook's third Square.

*B.* The Queen takes the Queen.

27.

*W.* The Queen's Rook retakes the Queen.

*B.* The King's Rook at its Bishop's 2d Square.

28.

*W.* The King at his second Square.

*B.* The Queen's Rook's Pawn two Steps.

29.

*W.* The Queen's Rook at the black King's third Square.

*B.* The Rook's Pawn one Move.

30.

*W.* The Rook takes the Pawn.

*B.* The Rook's Pawn one Move.

31.

*W.* The King's Rook at its Queen's Rook's Square.

*B.* The Rook's Pawn one Move.

32.

*W.* The Rook at its King's third Square.

*B.* The King's Rook at its Bishop's third Square.

33.

*W.* The King at his Queen's third Square.

*B.* The Rook gives check.

34.

*W.* The King at his fourth Square.

*B.* The Rook takes the Rook.

35.

*W.* The King retakes the Rook.

*B.* The Rook at its Queen's Rook's 3d Square.

36.

*W.* The King at his Queen's fourth Square.

*B.* The

*B.* The King at his Bishop's second Square.

37.

*W.* The King at his Queen's Bishop's 3d Square.

*B.* The Rook gives check.

38.

*W.* The King at his Queen's Knight's 4th Square.

*B.* The Rook takes the Pawn.

39.

*W.* The Rook takes the Pawn.

*B.* The King at his second Square.

40.

*W.* The Queen's Bishop's Pawn one Step.

*B.* The King's Knight's Pawn two Steps.

41.

*W.* The Rook at the black Queen's Rook's second Square.

*B.* The King at his Queen's Square.

42.

*W.* The King at the black Queen's Knight's fourth Square.

*B.* The Knight's Pawn one Move.

43.

*W.* The King at the black Queen's Bishop's 3d Square.

*B.* The Rook gives check.

44.

*W.* The Pawn covers the Check.

*B.* The Pawn takes the Pawn.

45.

*W.* The Pawn retakes the Pawn.

*B.* The King at his home.

46.

*W.* The Rook at the black King's Knight's 2d Square.

*B.* The Rook at its third Square.

47.

*W.* The King at the black Queen's Bishop's second Square, and afterwards pushing his Pawn, will win the Game.



## SIXTH BACK - GAME,

Beginning at the tenth Move.

10.

*White.* **T**HE King's Bishop's Pawn takes the Pawn.

*Black.* The Knight takes the King's Pawn.

11.

*W.* The Knight retakes the Knight.

*B.* The Queen gives check.

12.

*W.* The Knight at his King's Knight's 3d Square.

*B.* The Queen's Bishop at the white King's Knight's fourth Square.

13.

*W.* The King's Bishop at his King's second Square (*a*).

*B.* The Queen takes the Rook's Pawn.

14.

*W.* The King's Rook at its Bishop's Square (*b*).

(*a*) Any thing you could have play'd could not hinder you from losing a Piece.

(*b*) If instead of playing your Rook you had play'd your King, he had won it sooner, playing only his Rook at your King's Bishop's second Square.

*B.* The



*B.* The Queen takes the Knight and gives check.

15.

*W.* The King at his Queen's second Square.

*B.* The Queen's Knight at his Queen's second Square.

16.

*W.* The Rook takes the Rook (c).

*B.* The Rook retakes the Rook.

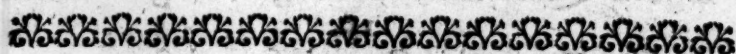
17.

*W.* The Queen at her King's Square.

*B.* The Rook at the white King's Bishop's second Square, and wins the Game.

(c) If you had taken his Bishop, he would have given you check with his Queen at your Queen's third Square, and mate by taking your Rook the following Move.





## To give Check-mate with a Rook and a Bishop, against a Rook.

The Situation in which I put the Pieces, is the most advantageous for the defending Rook; but in case the Defender doth not choose that Retreat, it is not at all difficult to force his King at the Extremity of the Chefs-board.

### SITUATION.

*White.* The King at the black King's 3d Square, the Rook upon the Queen's Bishop's Line, and the Bishop at the black King's fourth Square.

*Black.* The King at his home, and the Rook at its Queen's second Square.

1.

*White.* **T**HE Rook gives check.

*Black.* The Rook covers the Check.

2.

*W.* The Rook at the black Queen's Bishop's 2d Square.

*B.* The Rook at the white Queen's 2d Square.

3.

*W.* The Rook at the black Queen's Knight's second Square.

4

*B.* The

*B.* The Rook at the white Queen's Square.

4.

*W.* The Rook at the black King's Knight's second Square (*a*).

*B.* The Rook at the white King's Bishop's Square.

5.

*W.* The Bishop at his King's Knight's third Square (*b*).

*B.* The King at his Bishop's Square.

6.

*W.* The Rook at its King's Knight's 4th Square.

*B.* The King at his home.

7.

*W.* The Rook at its Queen's Bishop's fourth Square (*c*).

*B.* The Rook at the white Queen's Square.

8.

*W.* The Bishop at his King's Rook's 4th Square.

*B.* The King at his Bishop's Square.

9.

*W.* The Bishop at the black King's Bishop's 3d Square.

*B.* The Rook gives check at the white King's Square.

10.

*W.* The Bishop covers the Check.

*B.* The King at his Knight's Square.

11.

*W.* The Rook at the King's Rook's 4th Square, and gives Mate the following Move.

The Letters *a*, *b*, *c* send you back from those Moves to another way of giving him Check-mate, according as he changes his Moves.

From



From the Letter (*a*) on the fourth Move.

4.  
*White.* **T**HE Rook at the black King's Knight's second Square.

*Black.* The King at his Bishop's Square.

5.  
*W.* The Rook at the black King's Rook's second Square.

*B.* The Rook at the white King's Knight's Square.

6.  
*W.* The Rook at the black Queen's Bishop's 2d Square.

*B.* The Rook gives check at its King's Knight's third Square (*x*).

7.  
*W.* The Bishop covers the Check.

*B.* The King at his Knight's Square.

8.  
*W.* The Rook gives check.  
*B.* The King at his Rook's second Square.

9.  
*W.* The Rook gives Check-mate at the black King's Rook's Square.







(x) A Sequel of this, from the fixth Move, in case he doth not give check with his Rook.

6.

*White.* **T**HE Rook at the black Queen's Bishop's second Square.

*Black.* The King at his Knight's Square.

7.

*W.* The Rook gives check at the Queen's Bishop's Square.

*B.* The King at his Rook's second Square.

8.

*W.* The Rook gives check at the black King's Rook's Square.

*B.* The King at his Knight's third Square.

9.

*W.* The Rook gives check at the black King's Knight's Square, and takes the black Rook for nothing.



(b) Another

**(b)** Another way of giving Mate with a Rook and a Bishop, against a Rook, beginning from the fifth Move.

5.  
*White.* **T**HE Bishop at his King's Knight's third Square.

*Black.* The Rook at the white King's Bishop's third Square.

6.  
*W.* The Bishop at the black Queen's 3d Square.

*B.* The Rook gives check at the white King's 3d Square.

7.  
*W.* The Bishop covers the Check.

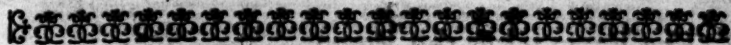
*B.* The Rook at the white King's Bishop's third Square.

8.  
*W.* The Rook gives check at the black King's second Square.

*B.* The King at his Queen's Square.

9.  
*W.* The Rook at the black Queen's Knight's second Square, and gives Mate the following Move, at the black Queen's Knight's Square.

**(c)** Another



(c) Another way to give Mate from the seventh Move.

7.  
*White.* **T**HE Rook at its Queen's Bishop's fourth Square.

*Black.* The King at his Bishop's Square.

8.  
*W.* The Bishop at the black King's fourth Square.  
*B.* The King at his Knight's Square.

9.  
*W.* The Rook at its King's Rook's 4th Square, and gives Mate the following Move, at the black King's Rook's Square.



### A particular Reflection upon the Fourth Party.

By which one may be convinced, that it is rather disadvantageous to play the Queen's Bishop's Pawn on the second Move.

1.  
*Black.* **T**HE King's Pawn two Moves.  
*White.* The same.

2.  
*B.* The Queen's Bishop's Pawn one Move.  
*W.* The Queen's Pawn two Moves.

3. *B.*

3.  
*B.* The Pawn takes the Pawn.

*W.* The Queen retakes the Pawn.

4.  
*B.* The Queen's Pawn two Moves.

*W.* The Pawn takes the Pawn.

5.  
*B.* The Pawn retakes the Pawn.

*W.* The Queen's Bishop's Pawn two Steps.

6.  
*B.* The Queen's Bishop at his King's 3d Square.

*W.* The Pawn takes the Pawn.

7.  
*B.* The Queen retakes the Pawn.

*W.* The Queen takes the Queen.

8.  
*B.* The Bishop retakes the Queen.

*W.* The Queen's Knight at his Bishop's 3d Square.

Without going any further, I leave to consider whether the Black has made any thing of his Attack, tho' he play'd the very best Moves.



**F I N I S.**